Projector Toolset

Reference manual
For XLM projectors

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BARCO
Visibly yours

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1. BASIC CONCEPTS

Overview

- Introduction
- About a Configuration
- About a Snapshot
- About storing Configurations and Snapshots

1.1 Introduction

Overview

Projector Toolset is a software tool to set up, configure, manage and control Barco projectors.

The concept of this Projector Toolset software is modular. The basic package can be extended with several optional device plug-in modules, now and in the future available.

The Projector Toolset software works with configurations that can be loaded. Within a configuration, different snapshots can be take. A snapshot represents a current state of a configuration and can be reloaded to return to this typical state. These terms will be used through the complete software.

Projector Toolset is a stand-alone application that runs on a Java Virtual Machine and that does not require extra services to run.

Several configurations can be controlled simultaneously. Even when the configurations are connected via different ways.

1.2 About a Configuration

What is a Configuration?

A **Configuration** is a collection of projectors with all their current settings, connected to a computer. A configuration can contain different settings, called snapshots, for all the projectors in the configuration.

1.3 About a Snapshot

What is a Snapshot?

A **Snapshot** is collection of settings of a configuration. Such a snapshot represents the current state of a configuration.

A snapshot can contain all settings or specific settings as input settings, lamp settings, layout settings or projector settings. When restoring a snapshot, only the stored settings will be restored. The others remain on their current value.

1.4 About storing Configurations and Snapshots

Overview

All information is stored by default in the install directory of Projector Toolset in the subdirectory *Workspace*.

Configurations are directly under the subdirectory *Workspace* and have the extension *.config*. Snapshots are stored in a subdirectory of Workspace, called *Snapshots*. The files have the extension *.snapshot* .

This structure makes it possible to zip the workspace and send it the another computer for further use.

To make a backup of all your configurations and snapshots, just make a copy of *Workspace* with all its content.

2. INSTALLATION

Overview

- General requirements
- Free download of Projector Toolset
- Projector Toolset installation
- Starting up
- Manual installation of a device plug-in
- Uninstall Projector Toolset
- About this manual

2.1 General requirements

Before you begin

It assumes you are familiar with the Windows operating system at your site.

System requirements for Microsoft Windows

Minimum hardware specifications :

- PC Pentium III or equivalent, 1 GHz
- 512 MB RAM
- Free hard disk space: 80 MB
- XGA resolution (1024 x 768)
- Serial communication port and/or Ethernet connection

Software

- Windows 2000, Windows XP Home or Windows XP Professional (recommended)

Recommended hardware specifications :

- PC Pentium IV or equivalent, 2.4 GHz
- 512 MB RAM
- 140 MB hard disk free space
- SXGA resolution (1280 x 1024) with 32 MB video memory
- Serial communication port
- Ethernet connection

System requirements for Linux

Software

- Any Linux distribution that supports Sun's Java Runtime Environment v1.5.0 (RedHat 9.0, SuSe 8.2, Debian/Ubuntu, Mandriva, ...)
  Check out the documentation of your favorite distribution to find out if Java 1.5 is supported.

Minimum hardware specifications

- PC Pentium III or equivalent, 1 GHz
- 512 Mb RAM
- Free hard disk space: 100 MB
- XGA resolution (1024 x 768)
- Ethernet connection (serial connection is not supported)

Recommended hardware specifications :

- PC Pentium IV or equivalent, 2.4 GHz
- 512 MB RAM
- 140 MB hard disk free space
- SXGA resolution (1280 x 1024) with 32 Mb video memory
- Serial communication port
- Ethernet connection

Mac OS X

Software

- Apple's Java SE 5.0 Release 3 or better
- Mac OS X v10.4.2 or better

Minimum system requirements :

- PowerPC G3
- 256 MB RAM
- 10 MB disk space
- Display with XGA resolution (1024x768)
- Network connection

Recommended system requirements

- PowerPC G5 or Intel Core 2 Duo
- Display with SXGA resolution (1280x1024)
- 512 MB RAM
- 50 MB hard disk free space
- Network connection

2.2 Free download of Projector Toolset

Overview

The program and all necessary plug-ins can be downloaded for free from Barco's Partnerzone, (URL: www.partnerzone.events.barco.com). Registration is necessary.

If you are not yet registered, click on Partnerzone registration and follow the instructions. With the created login and password, it is possible to enter the partnerzone where you can download the Projector Toolset software and the device plug-in updates.

When downloading the complete Projector Toolset, this software contains already the latest device plug-ins.

It is not necessary to install any other software. A Java virtual machine is included with this download.

2.3 Projector Toolset installation

The installation file contains the Projector Toolset framework and the available plug-ins.

To install on Microsoft Windows

The process of installing your software involves the following steps:

1. Browse to the directory where the install program is downloaded.
2. Double click on *Ptoolset_Installer.exe* .

   The installation starts. Depending on the local Internet Explorer settings, it is possible that a warning is displayed. Just click Run to start the installation.
3. Follow the instructions given in the different install windows.
4. Complete installation is automatic.
   Note: *A restart of the computer is necessary before the software can be used.*

   Barco → Projector Toolset → Projector Toolset item is added to the program list (unless otherwise selected during the installation).

Only Projector Toolset framework is installed. To start using it, first install one or more device plug-ins. The software will request to install the plug-ins.

To install on MAC OS X

The process of installing your software involves the following steps:

1. Browse to the folder where the downloaded installer zip file is stored.
2. Double click on the zip file to unzip.
3. Double-click on the *PToolset_Installer* file.

   The installation starts.
4. Follow the instructions given in the different install windows.
5. The complete installation is done automatically.

Only Projector Toolset framework is installed. To start using it, first install one or more device plug-ins. The software will request to install the plug-ins.

To install on Linux

The process of installing your software involves the following steps:

1. Browse to the folder where the downloaded installer file (*PToolset_installer.bin*) has been stored.
2. Check if the file is executable. This is done by right clicking on the file and selecting ‘Properties’ from the popup menu.
3. Select tab **Permissions** and check if *Is executable* is enabled. (image 2-1)
4. Double click on the *Ptoolset_installer.bin* to start the installation.
5. Follow the instructions given in the different install windows.
6. The complete installation is done automatically.

Image 2-1
File properties

Only Projector Toolset framework is installed. To start using it, first install one or more device plug-ins. The software will request to install the plug-ins.

2.4 Starting up

Launching Projector Toolset on Microsoft Windows

To start up the Projector Toolset software:

1. Click on **Start** → *Programs* and select *Barco* → *Projector Toolset* → *Projector Toolset*.
   Or,
   if a desk top icon is available, double click that desk top icon.

   The software starts up. This start up procedure can take a while. First splash screen opens. (image 2-2)

   The software starts up with the latest used configuration or, if new plug-ins or updated plug-ins are downloaded, with overview table of the downloaded plug-ins. All plug-ins in the table are selected by default. (image 2-3)

2. Unselect the plug-ins which you do not want to install.
   Or,
   click on **Unselect all** and then select the plug-ins you want to install.

   Select all will check all plug-ins at once.

3. Click **OK** to install the selected plug-ins.

   When all plug-ins are installed, a restart message is displayed. (image 2-4)

4. Click **Yes** to shutdown the application and restart the application.
   Click **No** to continue working with the old plug-ins.

Projector Toolset
Configuration and control of a wide range of projectors
Loading module Projector Toolset ...
Copyright © 2006, Barco
BARCO

Image 2-2
Start up splash screen

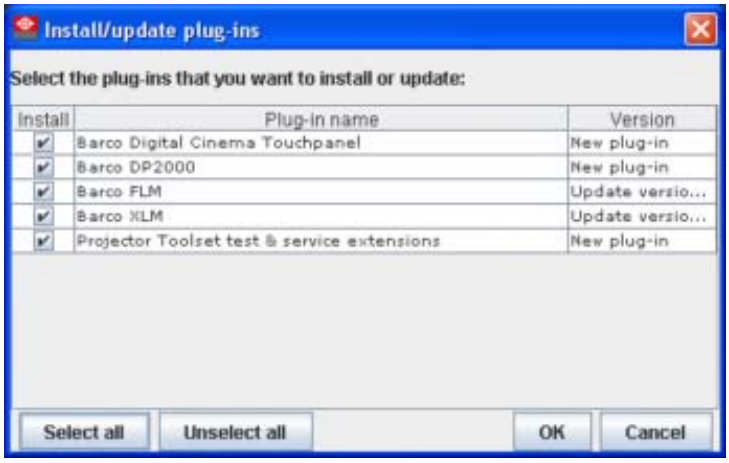

Image 2-3
Overview downloaded plug-ins

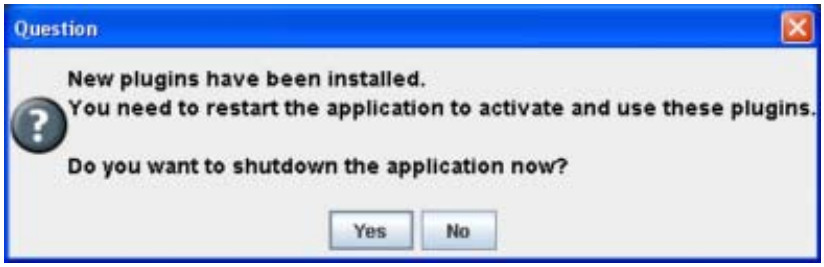
Question
New plugins have been installed.
You need to restart the application to activate and use these plugins.
Do you want to shutdown the application now?
Yes
No

Image 2-4
Plug-ins installed

Launching Projector Toolset on Mac OS X

To start the Projector Toolset software on Mac OS X system:

1. With Finder, go to the Applications folder under your home folder.
2. Double-click on the Projector_Toolset icon to start the application.

   It can take a while to start up. First splash screen opens.

   The software starts up with the latest used configuration or, if new plug-ins or updated plug-ins are downloaded, with overview table of the downloaded plug-ins. All plug-ins in the table are selected by default. (image 2-3)
3. Unselect the plug-ins which you do not want to install.
   Or,
   click on **Unselect all** and then select the plug-ins you want to install.

   Select all will check all plug-ins at once.
4. Click **OK** to install the selected plug-ins.

   When all plug-ins are installed, a restart message is displayed. (image 2-4)
5. Click **Yes** to shutdown the application and restart the application.
   Click **No** to continue working with the old plug-ins.
6. Once Projector Toolset is fully started, it has the following look and feel. (image 2-5)

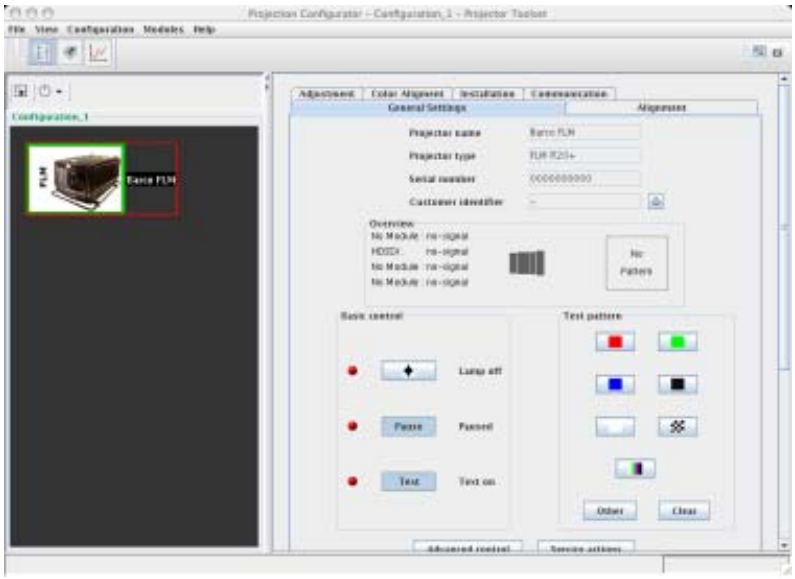

Image 2-5
Look and feel on MAC

Launching Projector Toolset on Linux

To start the Projector Toolset software on a Linux system:

1. Go to your home folder.
2. Double click on the Projector_Toolset icon to start the application.

   It can take a while to start up. First splash screen opens.

   The software starts up with the latest used configuration or, if new plug-ins or updated plug-ins are downloaded, with overview table of the downloaded plug-ins. All plug-ins in the table are selected by default. (image 2-3)
3. Unselect the plug-ins which you do not want to install.
   Or,
   click on **Unselect all** and then select the plug-ins you want to install.

   Select all will check all plug-ins at once.

4. Click **OK** to install the selected plug-ins.

   When all plug-ins are installed, a restart message is displayed. (image 2-4)

5. Click **Yes** to restart the application.
   Click **No** to continue working with the old plug-ins.

6. Once Projector Toolset is fully started, it has the following look and feel. (image 2-6)

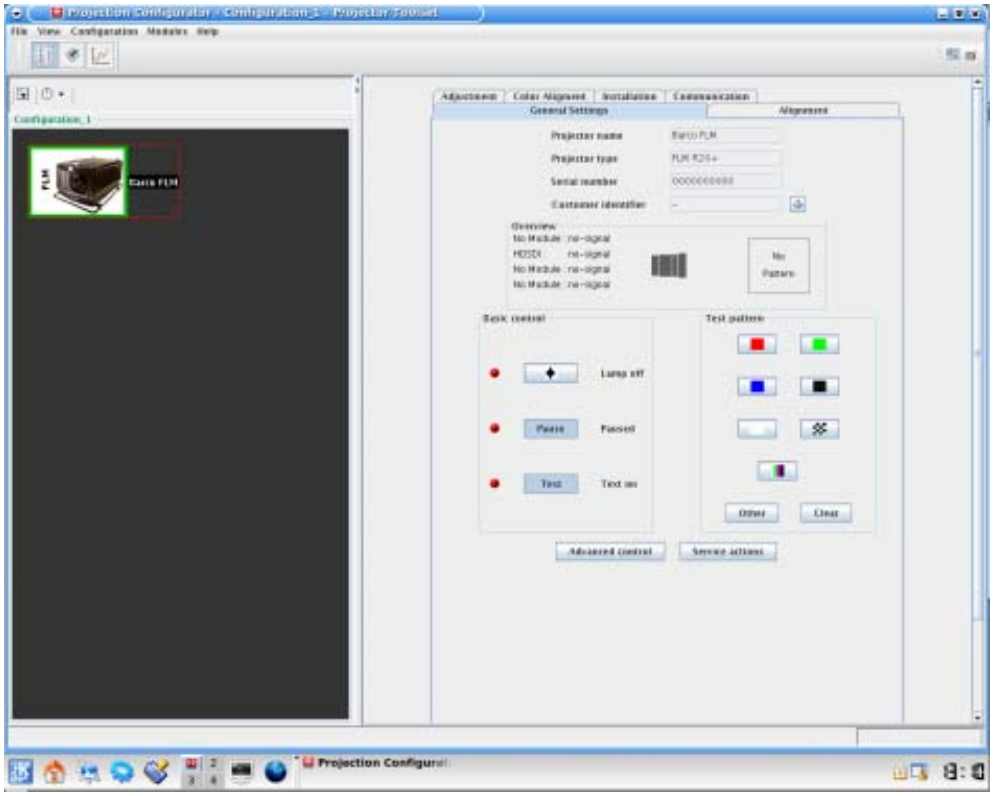

Image 2-6
Look and feel on Linux

2.5 Manual installation of a device plug-in

When should it be done manually

When a new plug-in is downloaded, and the user has decided no to install it yet for some reason. He still has the possibility to install this plug-in manually.

How to install

1. Start up Projector Toolset.
2. Click **Help** on the menu and select *Install plugin...* . (image 2-7)

   An *Install device plug-in* dialog box opens.

3. If the path and file name is known, fill it out next to *Select a tpi file*.
   Or,
   click on the Browse button (**...**).

   An *Open* dialog box opens.

4. Browse to the desired plug-in file and click **Open**.

Plug-in files are .tpi files and are mostly located in the Plugins subdirectory of Projector Toolset's install directory.

The *Install device plug-in* dialog is re-displayed with the complete path filled out.

5. Click **Next**.

   An overview of projector name, plug-in ID and version is given.

   A question dialog box appears to ask if you really want to install the selected plug-in.

6. Click **Next** to continue.

   Installation procedure starts. Result is displayed in a dialog box. A restart of Projector Toolset is necessary to activate the new installed plug-in.

7. Check *Shutdown application* and click **Finish**. (image 2-8)

   Projector Toolset will be closed.

8. Restart Projector Toolset.

   The new plug-in is activated.

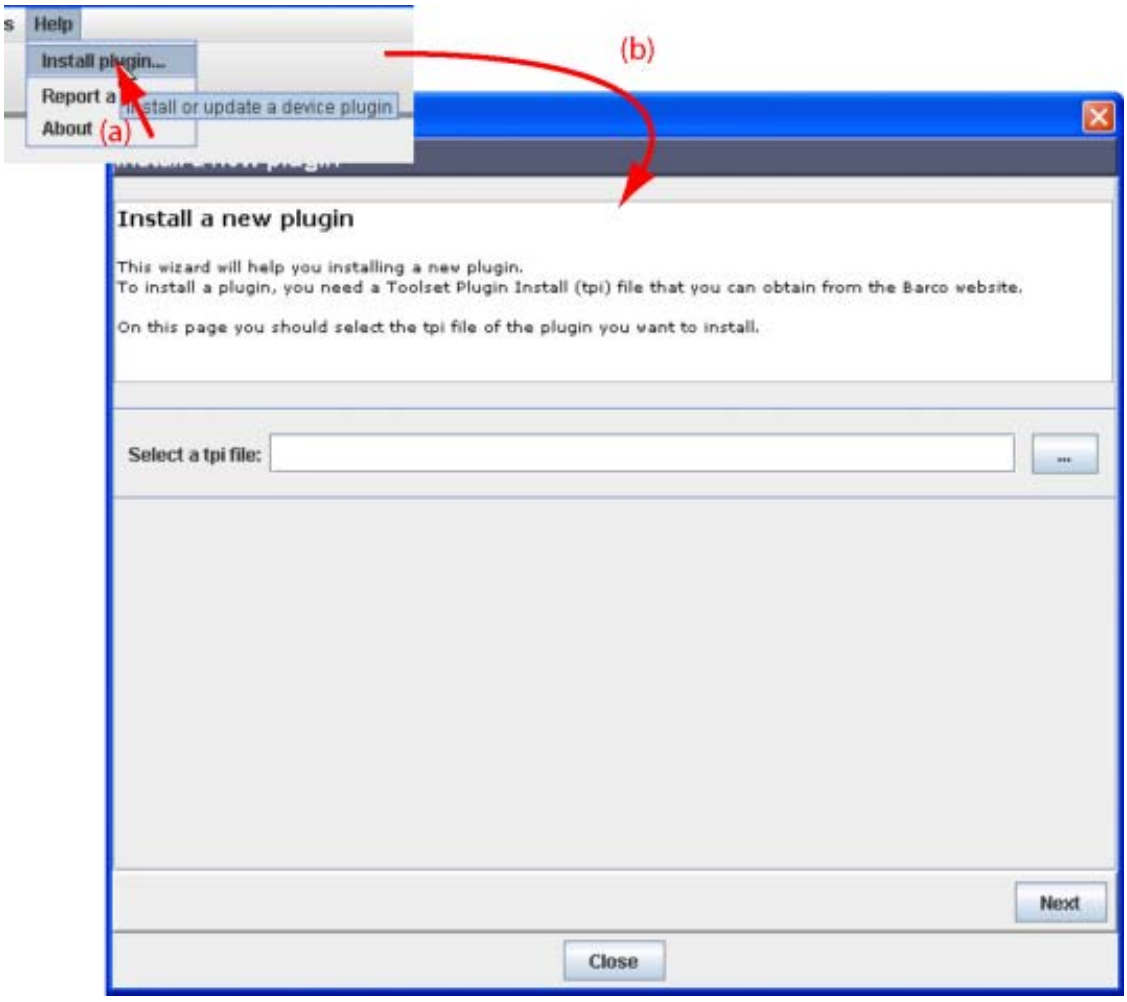
Help
Install plugin...
Report a
About
(a)
(b)
Install or update a device plugin
Install a new plugin
This wizard will help you installing a new plugin.
To install a plugin, you need a Toolset Plugin Install (tpi) file that you can obtain from the Barco website.
On this page you should select the tpi file of the plugin you want to install.
Select a tpi file:
...
Next
Close

Image 2-7
Install plug-ins, start

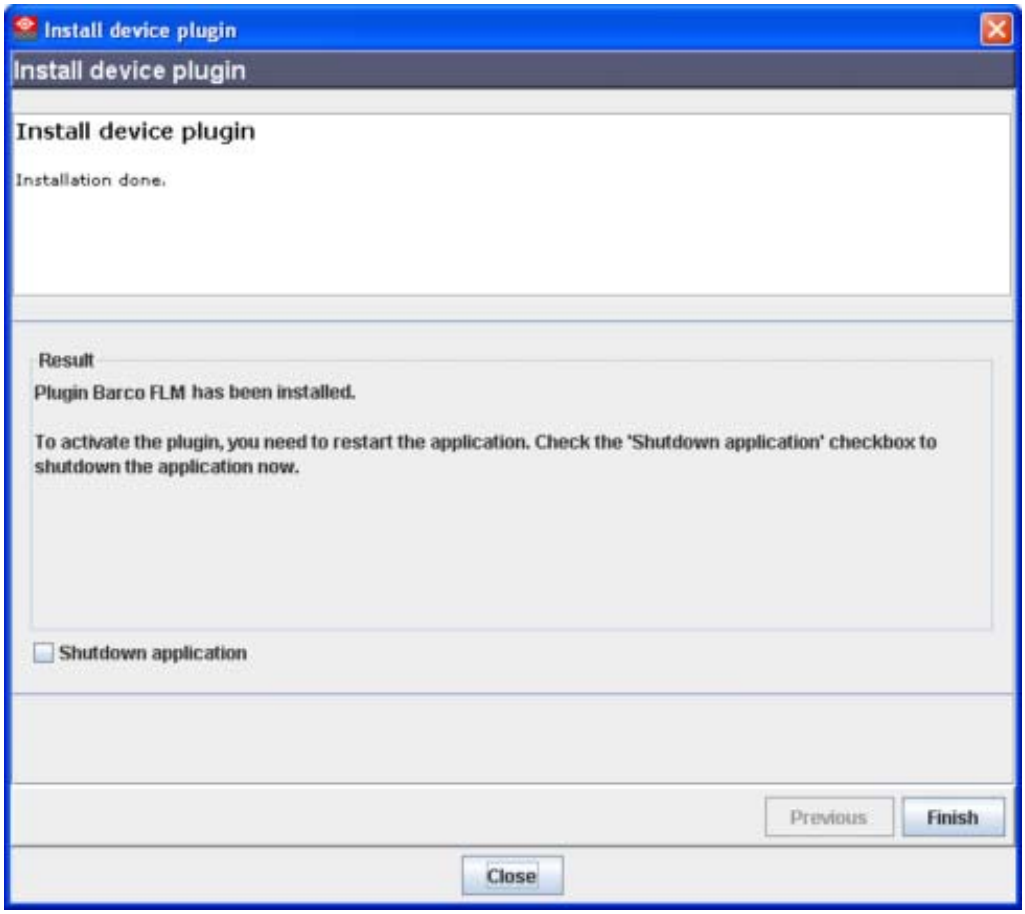

Image 2-8
Finish the installation

2.6 Uninstall Projector Toolset

How to uninstall on a Microsoft Windows platform

To uninstall the program, normal Windows functionality can be used to remove a software.

Click on Windows **Start**, select *Settings* and open *Add/Remove software*.

Select the version of Projector Toolset which must be removed and click on **Remove**.

The complete program will be removed from the hard disk.

How to uninstall on a Linux platform

Remove the Projector Toolset folder from the home folder.

How to uninstall on a Mac OS X platform

Remove the Projector Toolset folder from the application folder in the home folder.

2.7 About this manual

Overview

This Reference manual provides detailed information about the configuration and setup software Projector Toolset. This manual is designed to be a reference tool in your everyday work with Projector Toolset.

The following icons are used in the manual :

	Caution
	Warning
	Info, term definition. General info about the term.
	Note, gives extra information about the described subject.
	Tip, gives extra advice about the described subject.

Images given in the manual are used as illustration. The content of the image can be slightly different with the real image on the screen, e.g. version numbers, installed modules, etc. .

Typography:

- Clickable menu items or buttons are indicated in bold, e.g. **OK**
- Menu items are indicated in italic.
- A dialog window is indicated in italic, e.g. *Make a new configuration*.
- Step related notes, tips, warnings or cautions are printed in italic.
- Procedure related notes, tips, warnings or cautions are printed in bold between 2 lines preceding by the corresponding icon.

What's next?

Now that you are familiar with the style of this guide, you are now ready to know more about its modules and what they can do.

3. MENUS

Overview

- General
- Menu and button bar
- Main window
- Short cut keys
- Workspace Explorer
- How to adjust a setting
- About Projector Toolset
- Snapshot management

3.1 General

The right mouse button

The right mouse button is used in Projector Toolset for direct controls. The use of this button can be handy throughout the complete software.

Ergonomics

Projector Toolset works on the principle of windows with adjustable sizes that can be positioned as you like.

When Projector Toolset opens, it displays the main window along with the Menu and button bar. The drop-down menus include the usual functions of any software (File,etc.) and menus specific for Projector Toolset.

The button bar allows switching between the different modules.

An extra *Workspace explorer* window makes configuration management more easy.

3.2 Menu and button bar

Structure

The menu contains drop down menus accessible by clicking with the mouse on an item. To select an item, just click on an item in the drop down list.

The button bar contains on the left side navigation buttons to the different modules and on the right side manage buttons to the workspace explorer and snapshot function.

To activate a module, click on a navigation button. The window will change accordingly. When activating some buttons, some extra items will be added to the menu.

Image 3-1
Menu and button bar

3.3 Main window

Overview

The content of the main window changes when a other navigation (module) button is activated, but the main parts are the same for all modules.

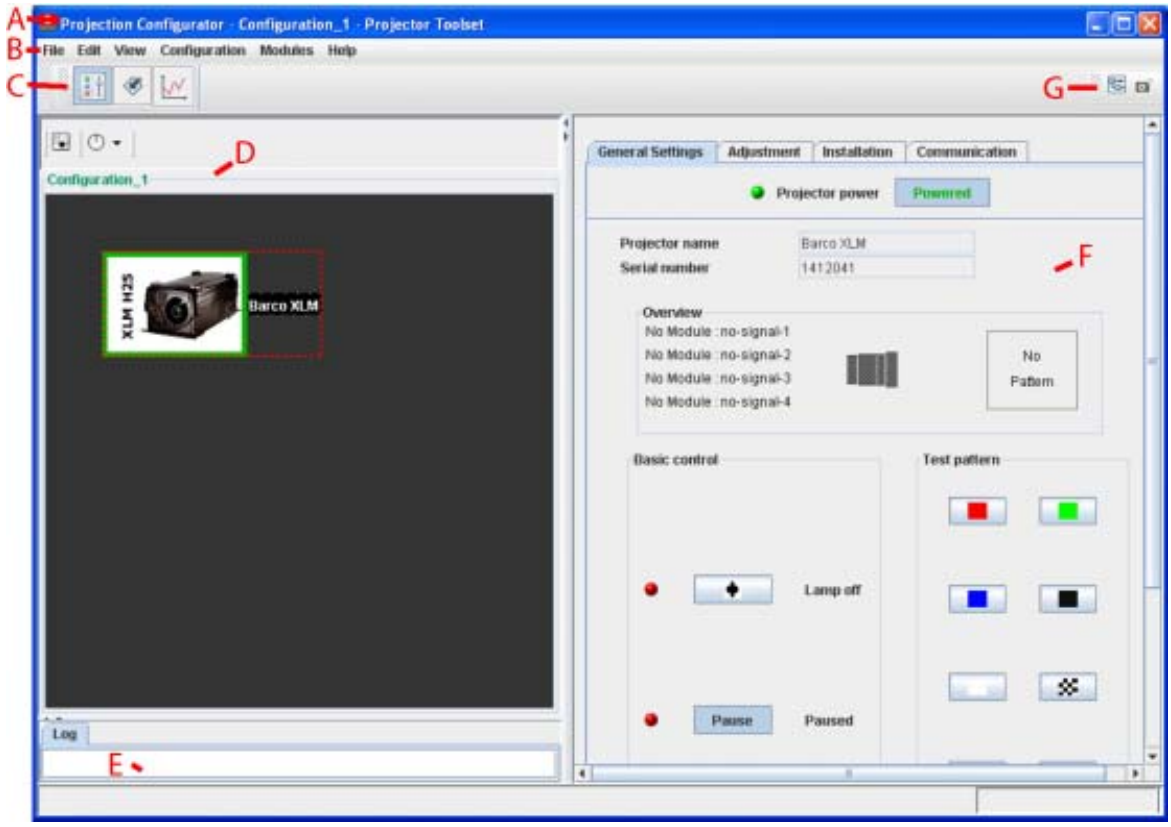

Image 3-2
Main window indications

Indication	Description
A	Window title. Construction of active module - Configuration name
B	Menu
C	Module navigation buttons
D	Configuration preview pane
E	Log window. Can be hidden by the log information button on top of the configuration preview pane.
F	Settings pane. Content changes with the selected module button and selected projector.
G	Manage buttons for configurations and snapshots

Tool tip

Some items and or icons show a tool tip when moving the cursor over that item or icon. This tool tip helps to identify the buttons or items.

Scroll bars

If there is more information available than displayed in a pane, vertical and horizontal scroll bars will be added to that specific pane. These scroll bars let you move up and down and left and right through the information in the pane. Vertical scroll bars are the bars on the right side of the pane. Horizontal scroll bars are the bars at the bottom of the pane.

To use scroll bars, place the cursor on the scroll box, click and hold down the mouse button. Move the scroll box the entire span of the scroll bar. Notice how you can move and up down in the information in the pane.

You can also click anywhere above or below (left or right) the scroll box in the empty space. Click once with the mouse and the scroll bar will make larger leaps in the information.

Split bar

The split bar divides the different panes. The position of the split bar is adjustable.

Image 3-3
Split bar

To adjust the position, place the cursor over the split bar separating the panes, so that the two-headed arrow cursor appears. Click on the two-headed arrow and drag it until the panes are the desired size.

3.4 Short cut keys

Overview

Window operating system	Description
F8	Take snapshot
Ctrl + F8	Apply snapshot
Shift + Ctrl + F8	Show snapshot management dialog box
F11	Show Workspace Explorer
Alt + Enter	Show configuration properties
Ctrl + Enter	Show properties of selected projector
Ctrl + S	Save configuration
Shift + Ctrl + S	Save all configurations

3.5 Workspace Explorer

Workspace explorer

Window to manage the available configurations in the current workspace.

How to display

Click on the workspace explorer icon ( ) on the left top corner or

on the menu, click on **View** → *Workspace explorer* or

press **F11**.

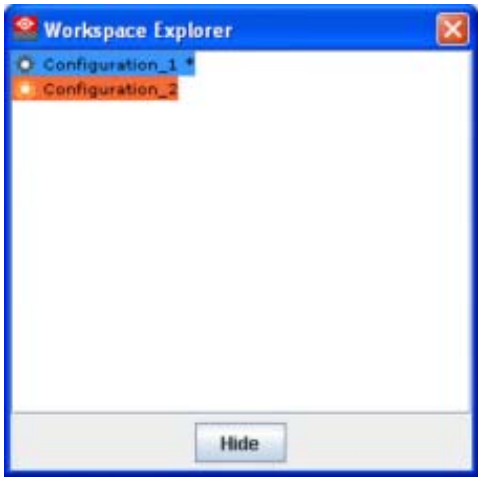

Image 3-4
Workspace explorer

What can be done

The workspace explorer window gives an overview of the existing Configurations.

To select a configuration, just click on it. The background of the selected configuration changes to blue. When the same item is open (active) the background remains blue.

When another configuration is selected, the background of this new configuration becomes blue and the background of the active (open) configuration changes to orange.

To activate (open) another configuration, double click on it. The background becomes blue. All other configurations will have no background.

An asterisk (*) behind a configuration means that a configuration setting is changed since the last saved version. A save is necessary to store the changes.

3.6 How to adjust a setting

About input boxes

To change a value:

- Click on the up down control of the spin box next to the input box until the desired value is reached.
- Click in the input field of the spin box, select the actual value and enter a new value with your keyboard.

About drop down menu settings

Click on the drop down menu. A list of possible choices opens. Select the desired item.

3.7 About Projector Toolset

Why?

The about function in the *Help* menu gives an overview of the used system parameters and the installed modules. This information can be handy when calling for help.

The images given below are just example images. These images can differ from version to version.

The versions indicated on the illustrations are only given as info and these versions can be different with the current versions.

How to start up

1. Click **Help** on the menu and select *About* (a). (image 3-5)

   The *About* start up dialog box opens (b).

Image 3-5
About window

System details

Click on **System details** to see the system parameters on which Projector Toolset is running.

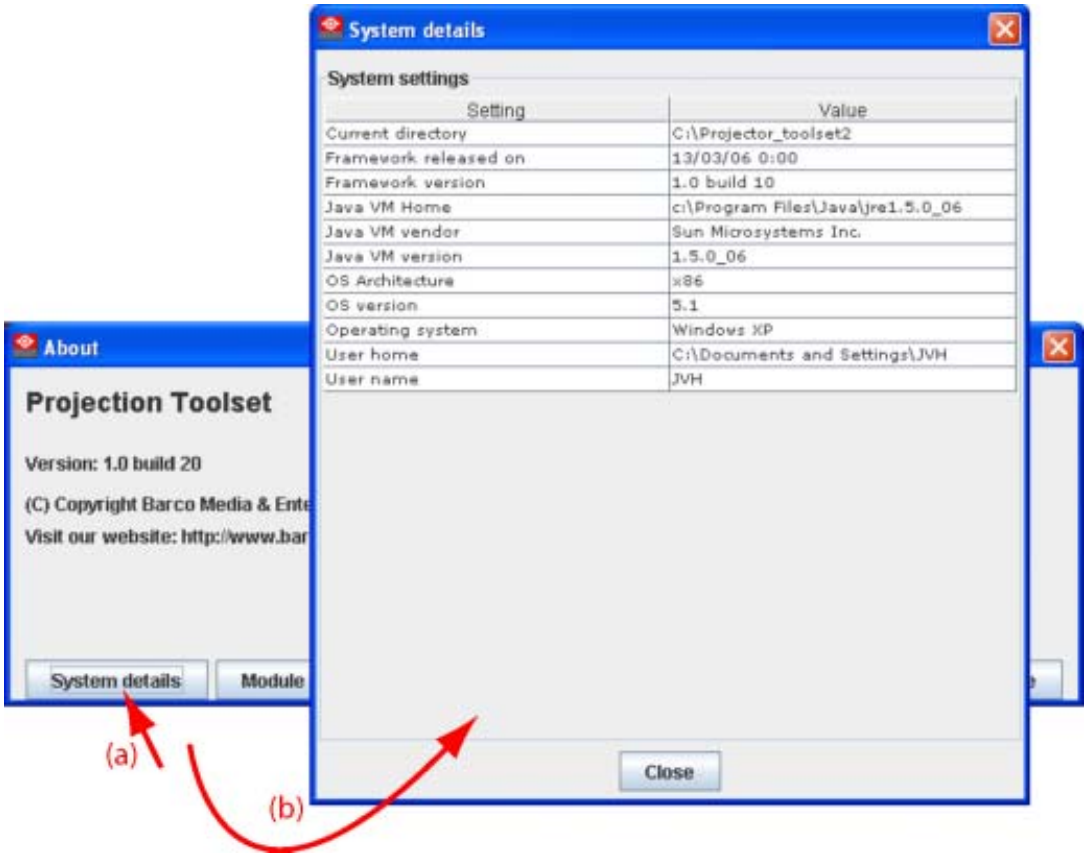

Image 3-6
System details

Module details

Click on **Module details** to get an overview of the installed modules.

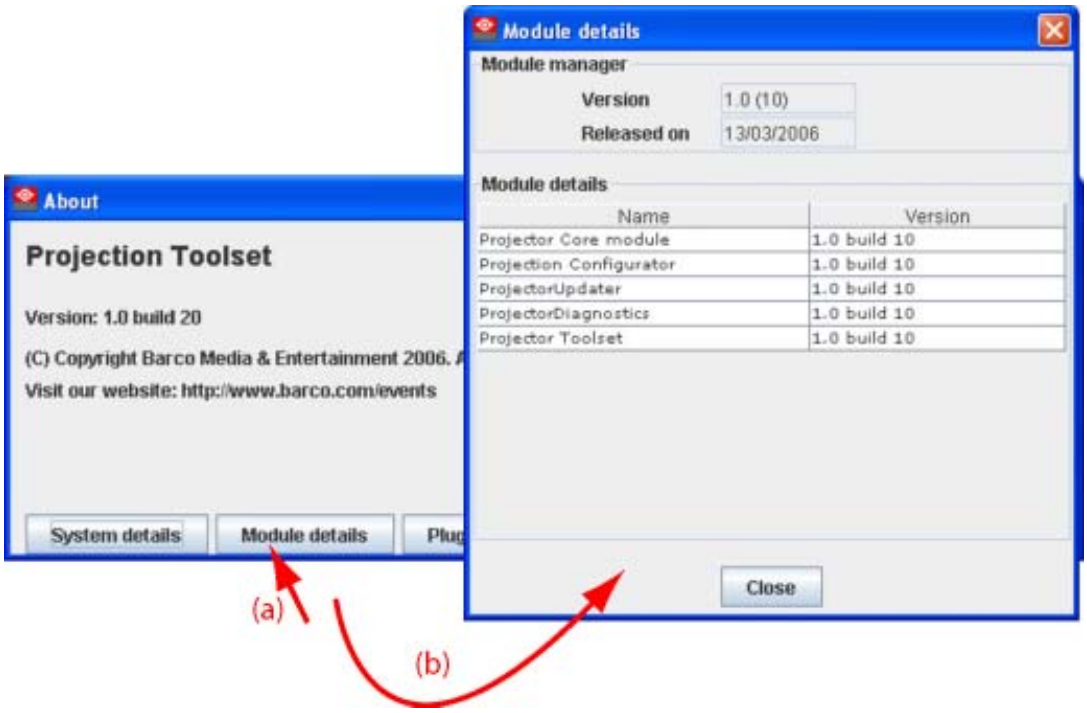

Image 3-7
Module details

First of all the software version and the release date are indicated in Module manager.

Module details gives an overview of the installed modules and their version.

Plug-in details

Plug-in details gives an overview of the installed device plug-in together with their version.

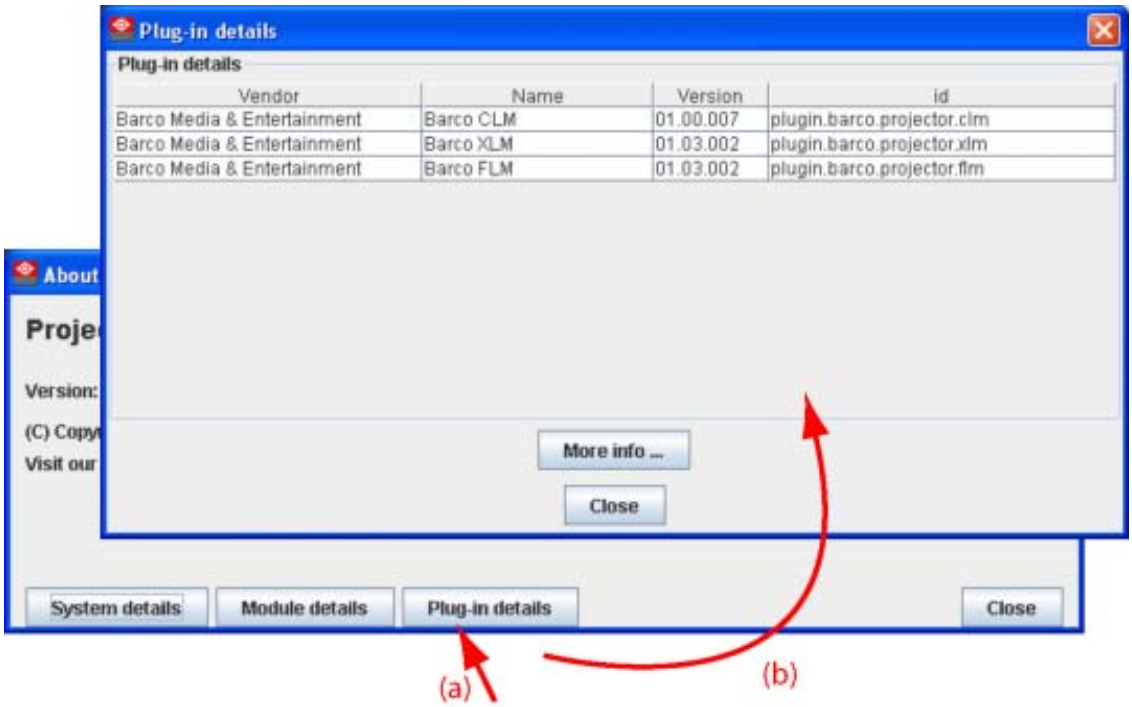

Image 3-8
Device plug-ins details

For more info about a device plug-in, click on the desired plug-in to select and then click on **More info...** .

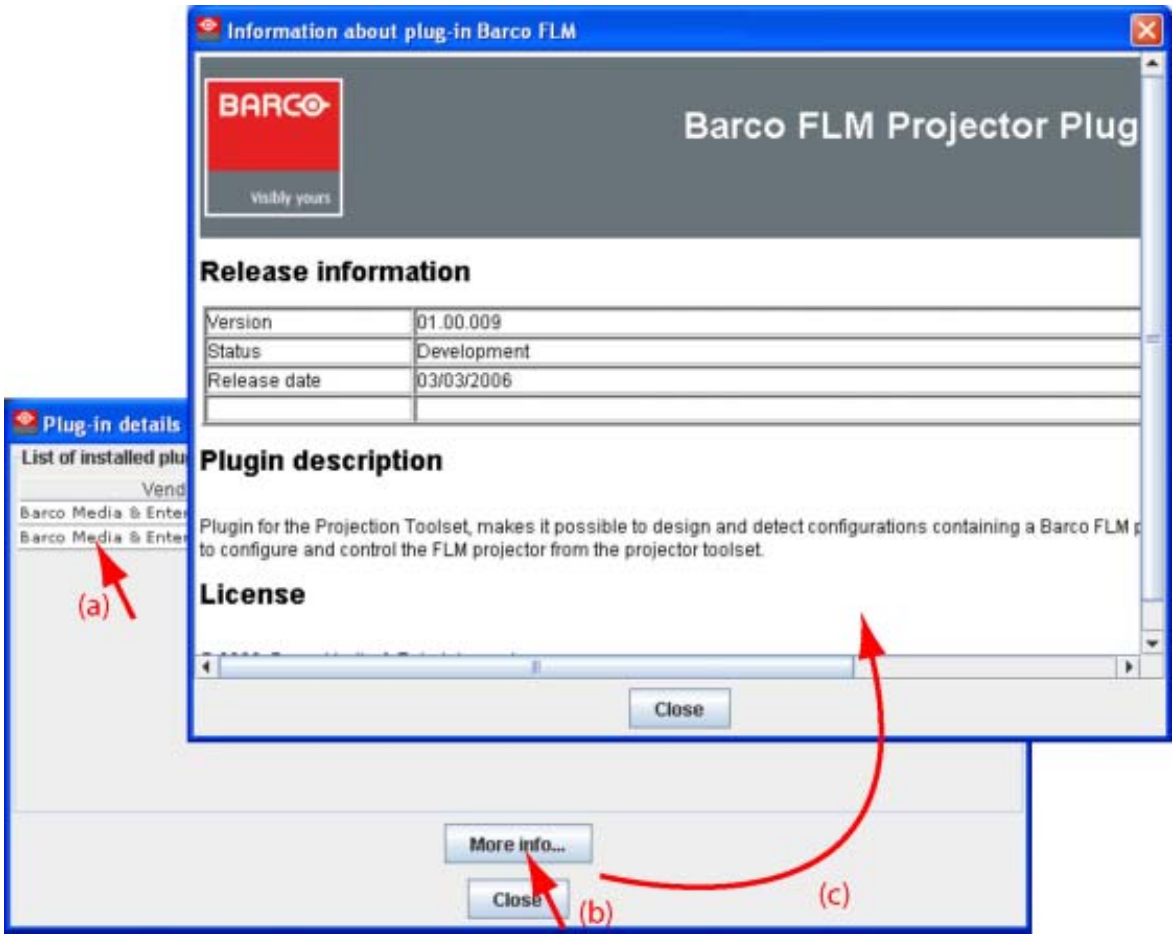

Image 3-9
More info device plug-in

Release information, plug-in description and license agreement is given.

3.8 Snapshot management

Overview

- About snapshots
- Managing snapshots
- Take a snapshot
- Apply a snapshot
- Delete a snapshot
- Add shot cut key to a snapshot
- Remove shot cut key association

3.8.1 About snapshots

Overview

At any moment the settings for a configuration can be saved in a snapshot file. This snapshot file can be loaded again to create the same situation as when the snapshot was taken.

A snapshot can contain:

- All settings
- All layout settings
- All input settings
- Lamp settings
- Projector settings

Snapshot

A snapshot is a collection of settings at a given point of time for a configuration

3.8.2 Managing snapshots

Overview

When opening the snapshot window an overview of all available snapshots is given. A snapshot file is built up as a tree of settings.

To open this tree of settings, click on the '+' sign to expand a branch.

A yellow warning symbol in front of the snapshot name means that something inside the snapshot does not correspond with the current active configuration. Expand the snapshot tree to see the differences. Such a snapshot can be applied to the current configuration but only the corresponding setting are loaded and for the other settings, the current values remain in place.

Some examples when a warning symbol can be displayed:

- projector not (anymore) in the configuration
- inputs on projector are swapped, or missing.

When a snapshot is selected, the name of the snapshot is yellow.

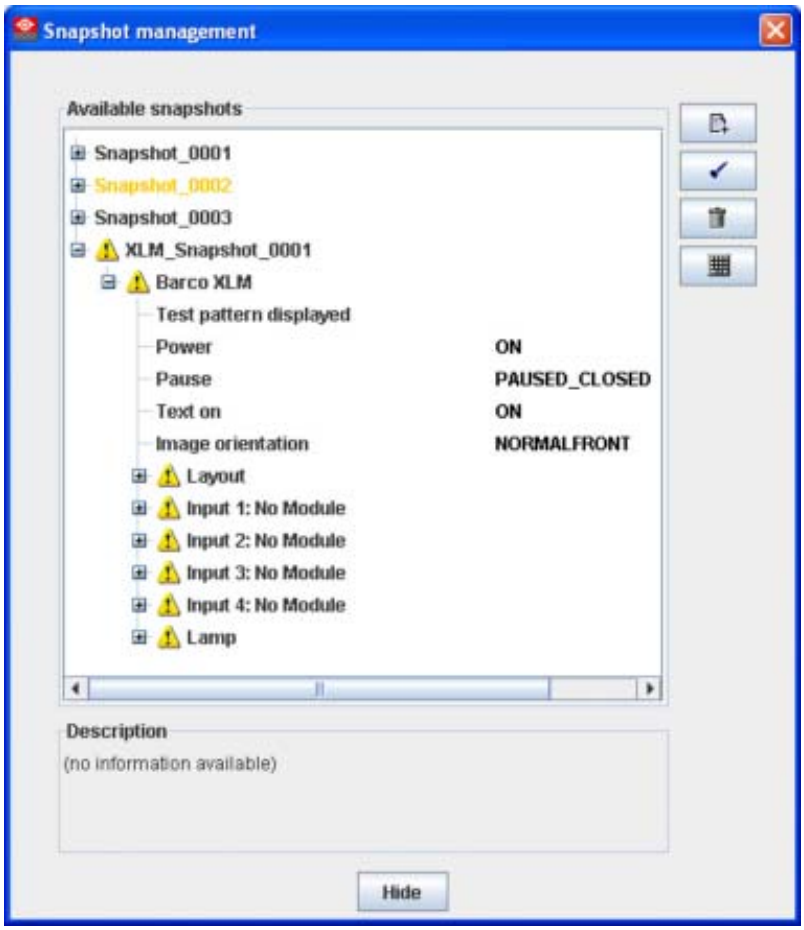

Image 3-10
Snapshot view

3.8.3 Take a snapshot

What can be done?

As a snapshot is collection of setting at a certain point in time, a snapshot of the current configuration can be taken at any moment.

How to take

1. Click on the snapshot icon on the manage button bar (a). (image 3-11)

   The *Snapshot management* dialog box opens (b).

2. Click the *Take a snapshot* icon (c).

   The *Take a snapshot* dialog box opens (d).

3. To change the proposed snapshot name, click in the input field next to *Snapshot name*, select the current name and enter a new name (e).
   Note: *Only the characters a to z, A to Z, 1 to 9 and (,), _, -, @ or allowed in a name.*

4. To enter a description for the snapshot, click in the description input field and enter a description (f).

5. To select the snapshot level, click on the drop down box next to *Snapshot level* and select the desired level from the list (g).

The following levels are available:

- All settings
- All layout settings: only layout settings are saved
- All input settings: only input settings are saved
- Lamp settings: only lamp settings are saved
- Projector settings: only projector settings are saved

This is a first filtering level and can be followed by a device selection.

6. Select the device. By default all devices are selected (h).

   Within the setup snapshot level it is possible to exclude some devices by un-checking that device in *Select the device*.

   E.g. when selecting as snapshot level *lamp settings*, it is possible to exclude the lamp settings of a certain projector or when selecting *input settings*, it is still possible to exclude some inputs.

7. Click **OK** to take the snapshot (i).

   The snapshot is taken. A message is displayed with the result.

8. Click **OK** to finish the snapshot procedure.

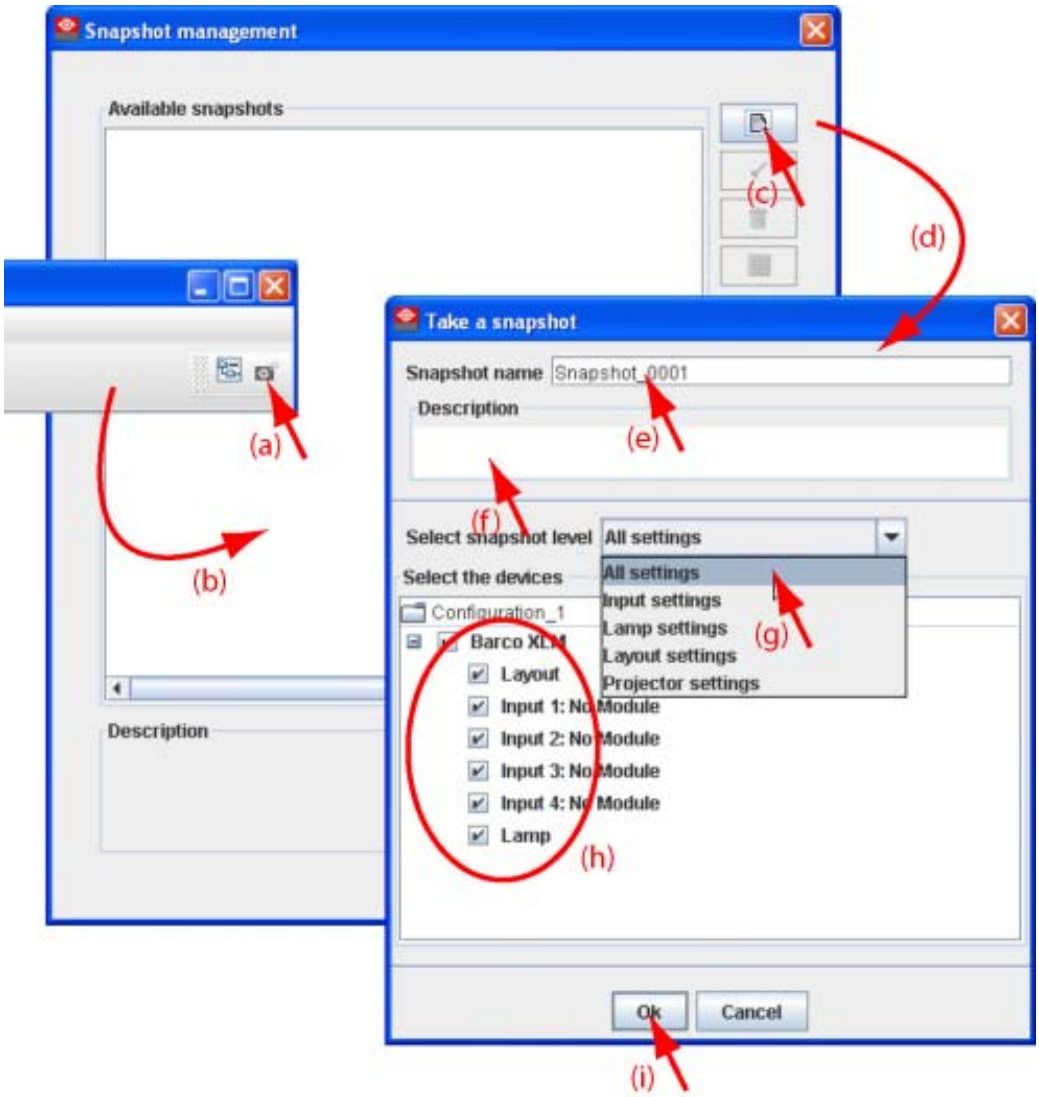

Image 3-11
Take snapshot

3.8.4 Apply a snapshot

What can be done?

A snapshot can be fully or partially apply to the current configuration.

When there is no warning symbol in front of the snapshot name, this snapshot can be fully applied to the current configuration.

When there is a warning symbol in front of the snapshot name, that means that the current configuration is not the same as those when the snapshot was made, than only the matching parts will be applied to the current configuration. To see which items do not match, expand the snapshot. Each not matching item will have a warning symbol.

How to apply

1. Click on the snapshot icon on the manage button bar (a). (image 3-12)

   The *Snapshot management* dialog box opens with all available snapshots (b).

2. Click on the desired snapshot (c).

The name becomes yellow.

3. Click on the Apply icon (d).

   A Load and apply question dialog box opens (e).

4. Click **Yes** to apply (f).

   When it was a fully match, all items in the snapshot are applied. In all other cases a not matching dialog box opens that indicate all not matching items (g).

5. Click **Yes** if you want to continue apply the matching items (h).

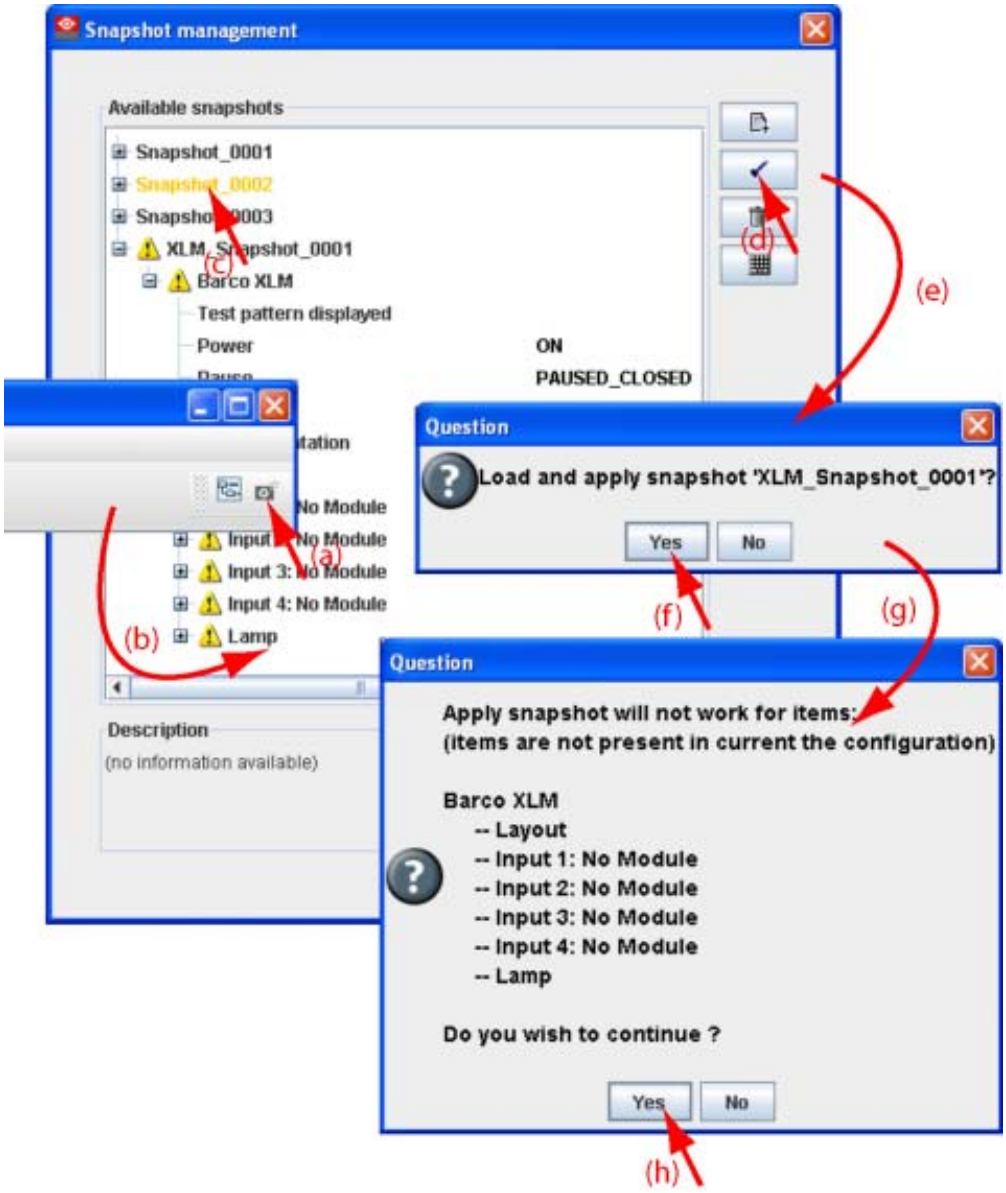

Image 3-12
Apply snapshot

3.8.5 Delete a snapshot

How to delete

1. Click on the snapshot icon on the manage button bar (a). (image 3-13)

The *Snapshot management* dialog box opens with all available snapshots (b).

2. Click on the snapshot to delete (c).

   The name becomes yellow.

3. Click on the delete icon (d).

   A confirmation dialog box is displayed (e).

4. Click **Yes** to delete (f).

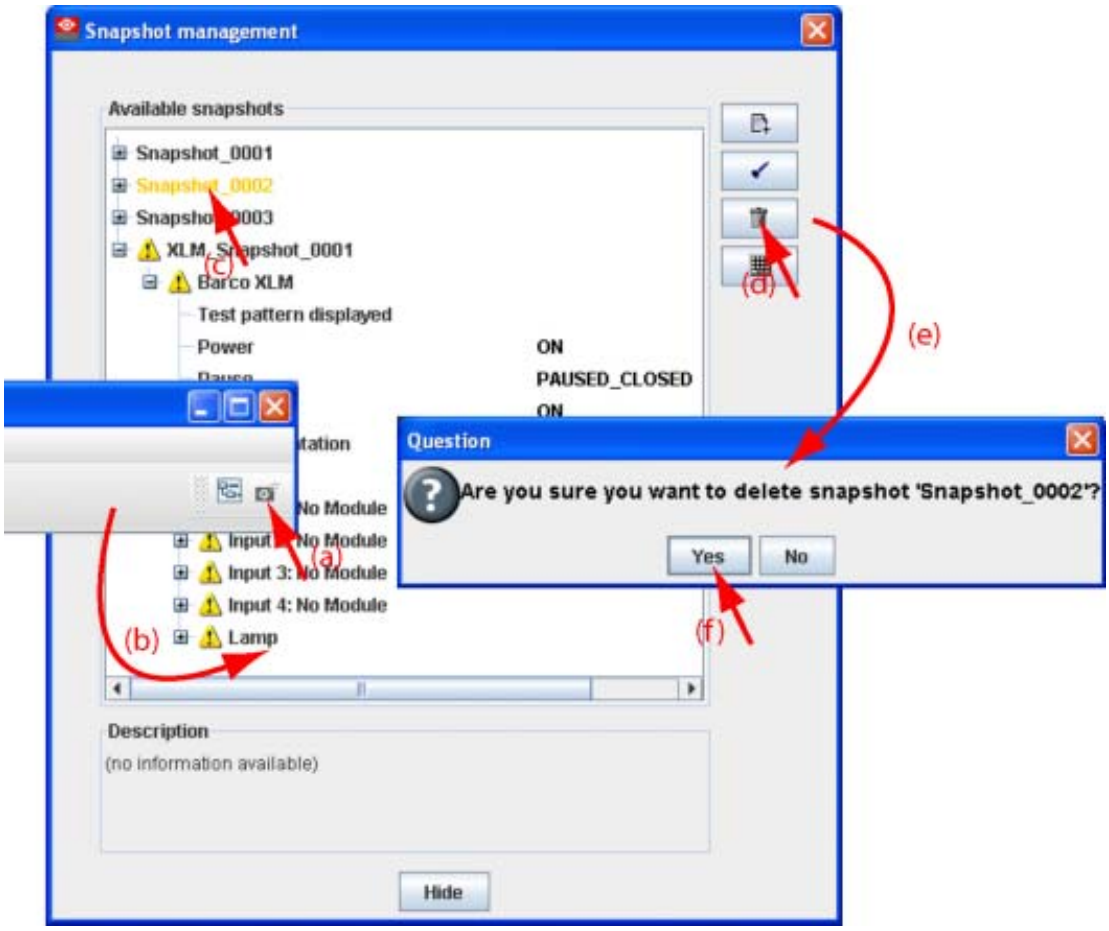

Image 3-13
Delete snapshot

3.8.6 Add shot cut key to a snapshot

What can be done?

To each snapshot a key stroke can be associated so that it can be used as short cut key. This short cut key can be activated at any time. Depending on the apply settings, the snapshot will be loaded without any notice or will be loaded after asking for confirmation. Once the snapshot is loaded, the statuses will be refreshed.

How to create a short cut key

1. Click on the snapshot icon on the manage button bar (a) (image 3-14)

   The *Snapshot management* dialog box opens with all available snapshots (b).

2. Click on the key bindings icon (c).

   The *Snapshot trigger keybinding* dialog box opens (d).

3. Select the snapshot to add a keybinding (e).
4. Enter a keystroke (f).

   No combination of keys is possible. Only single key can be used.
5. Select the snapshot trigger by clicking on the radio button (g).
   - *Don't apply*: not happens when activating the key.
   - *Apply after confirmation*: once the key is pressed, a confirmation message is displayed.
   - *Apply immediately*: once the key is pressed, the snapshot is applied without displaying any message.
6. Click **OK** to save the new short cut status (h).

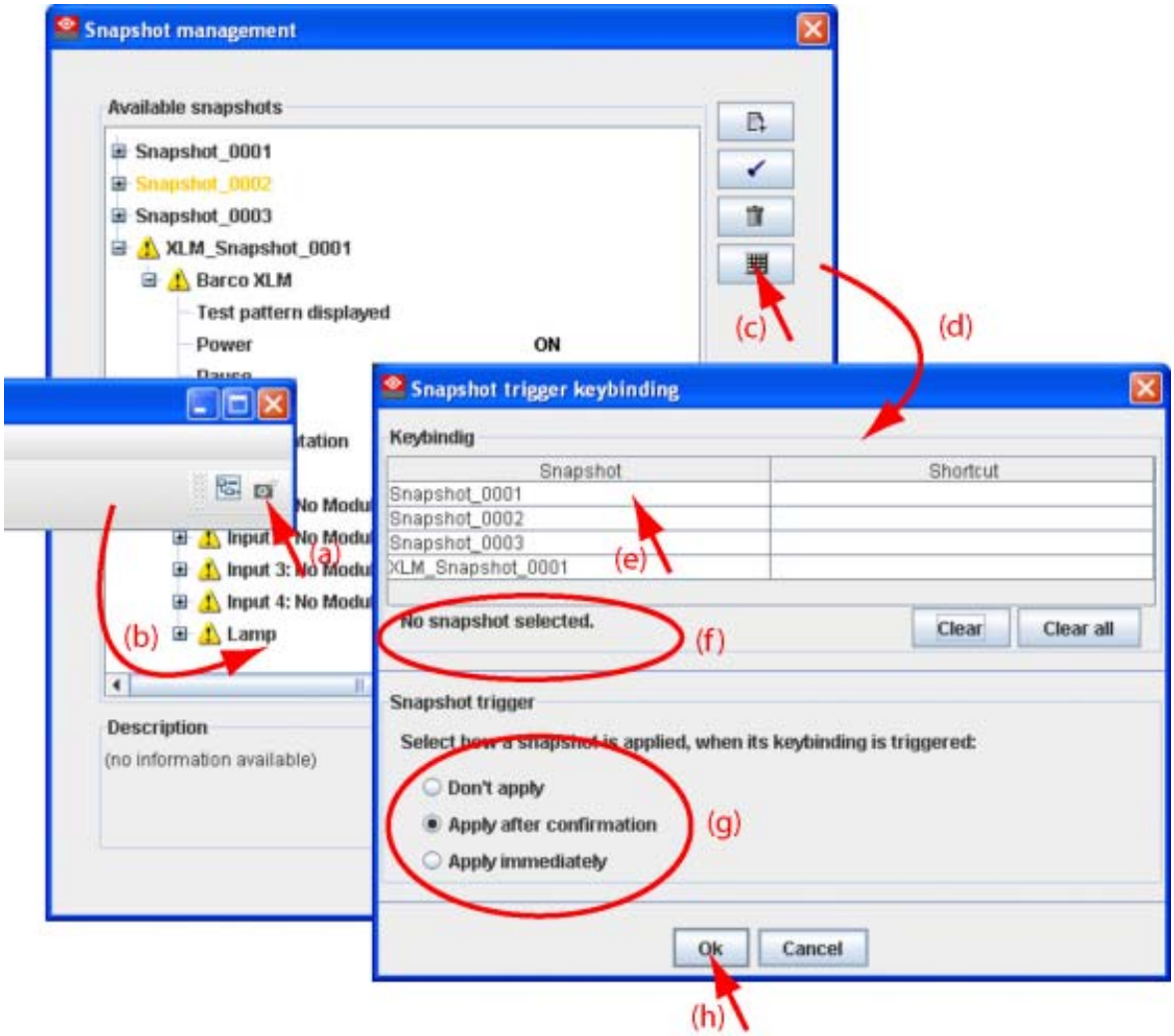

Image 3-14
Associate short cut to snapshot

3.8.7 Remove shot cut key association

How to remove a short cut

1. Click on the snapshot icon on the manage button bar (a) (image 3-15)

   The *Snapshot management* dialog box opens with all available snapshots (b).
2. Click on the key bindings icon (c).

   The *Snapshot trigger keybinding* dialog box opens (d).

3. To clear the key for a specific snapshot, select that snapshot (e) and click **Clear** (f1).
   To clear all short cut keys at once, click on **Clear all** (f2).
4. Click **OK** to save the new short cut status (g).

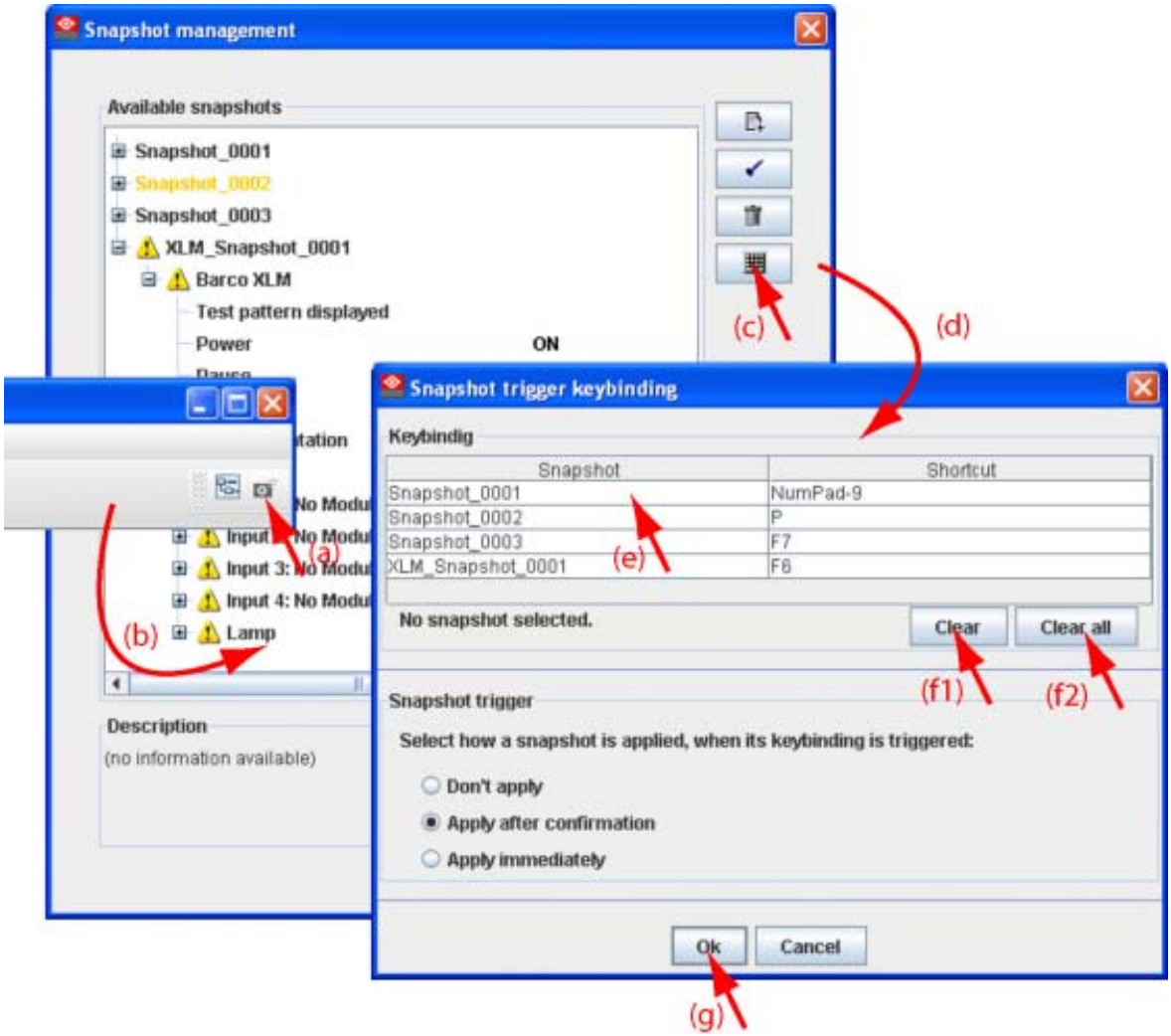

Image 3-15
Clear short cut on snapshot

4. PREFERENCES

Overview

- Introduction
- Start up the preferences
- Software Appearance
- Bug report setup
- Logging
- Workspace selection

4.1 Introduction

Overview

Preferences determine the default behavior of the software. Some preferences can be generally set for the complete software, some others are only for the different plug-in modules.

4.2 Start up the preferences

How to start up ?

1. Click on *File* on the menu bar. (image 4-1)

   The file menu opens.

2. Select *Preferences...* .

   The *Preference* dialog box opens. (image 4-2)

3. Use the **Show all** button to display all the preference items. This **Show all** buttons is available in all following sub preference windows.

4. Use **Apply** button to apply a preference change in one of the other module.
   Use **Cancel** to ignore the preference changes.
   Use **OK** to apply the preference changes and to close the window at the same time.

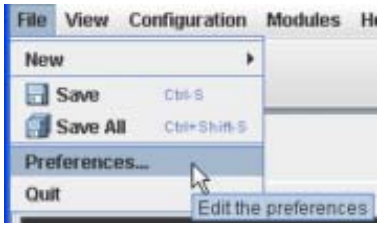

Image 4-1
Select Preferences

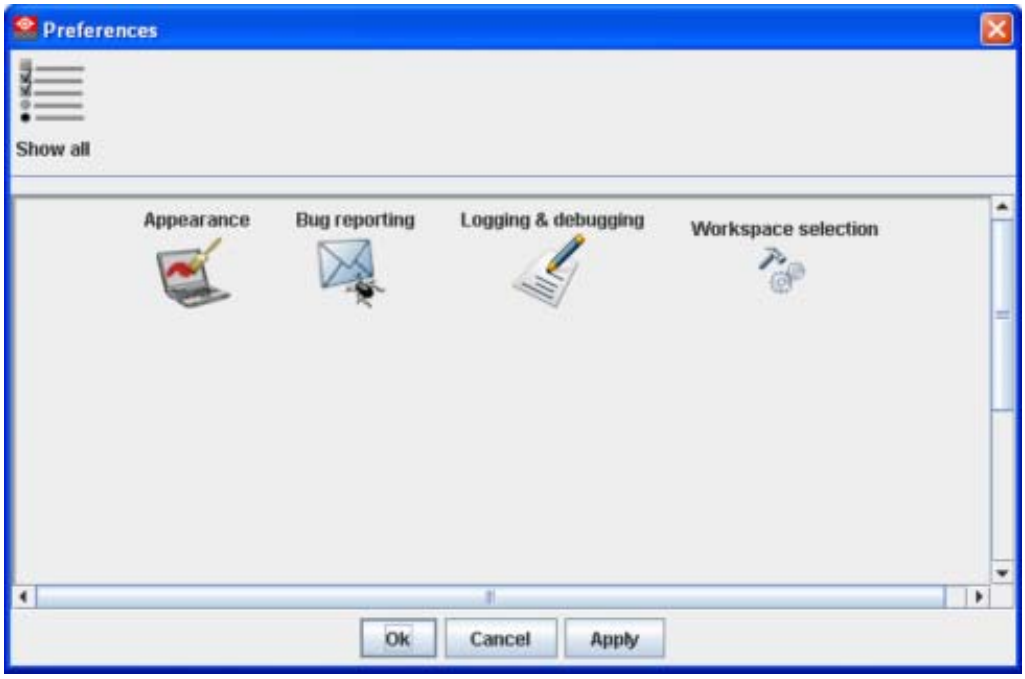

Image 4-2
Preference window

4.3 Software Appearance

What can be changed ?

The following items can be changed:

- Language of the software.
- Look and feel of the software.

Language selection

1. Click on **Appearance** (image 4-2).

   The appearance window opens.

2. Click on the combo box next to *Appearance of the application*. (image 4-3)

   The possible languages will be displayed.

3. Select the desired language.

4. Click on **Apply** to confirm the selection.

   An info window will be displayed to announce that the language change will take place after restarting the software.

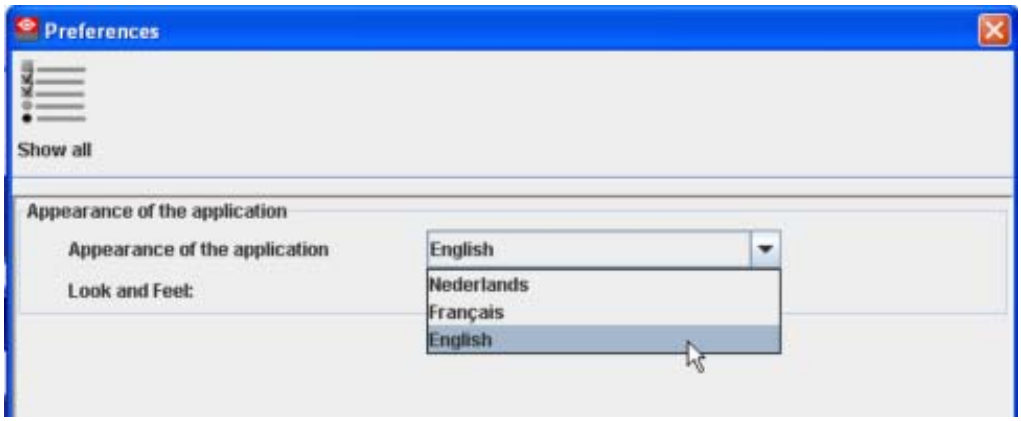

Image 4-3
Language selection

Look and feel of the software

1. Click on **Appearance** (image 4-2).

   The appearance window opens.

2. Click on the combo box next to *Look and Feel*. (image 4-4)

   The possible look and feels will be displayed.
   The following are possible:

   - Windows
   - Java

   An info window will be displayed to announce that the look and feel change will take place after restarting the software.

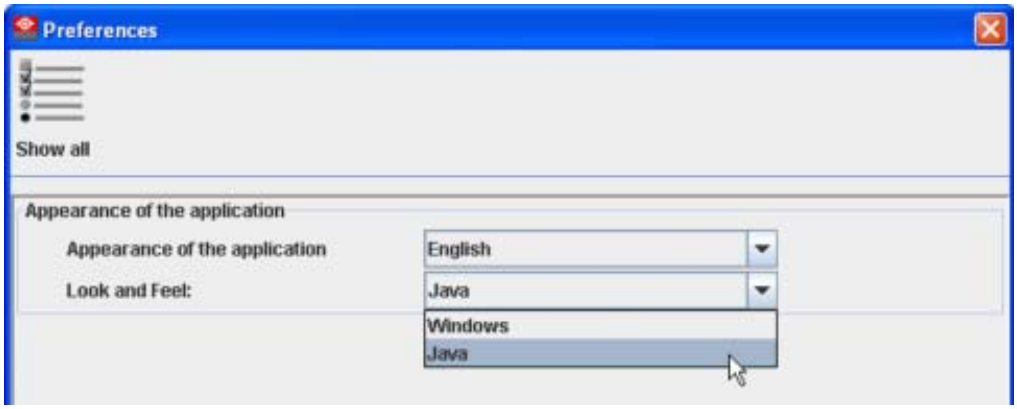

Image 4-4
Look and feel software

Screen shots in this manual are made for a Java look and feel.

4.4 Bug report setup

SMTP

SMTP (Simple Mail Transfer Protocol) is a TCP/IP protocol used in sending E-mail.

Setup bug report

1. Click on **Bug reporting** (when first another preference was clicked, click first on **Show all**). (image 4-5)

   The bug report setup window appears. (image 4-6)

   Bug reporting is by default enabled.

2. Fill out the Personal data.

   This personal data will be incorporated in the bug report so that Barco can contact you.
   Personal data contains the following information :
   - First name
   - Last name
   - Organization
   - E-mail address
   - Telephone number
   - Mobile number

3. Click on **Edit mail settings**.

   The mail settings window opens. (image 4-7)

4. Fill out *Your mail account settings*.
   The following settings should be entered :
   - Your E-mail address
   - Organization
   - Barco's E-mail address, automatically filled out when installing the software.

5. If you want to receive a copy of the bug report E-mail to Barco, check this check box.

6. Fill out the address of the SMTP mail server.
   Tip: *Contact your system administrator in your organization to obtain the correct address.*

7. Fill out the port of the mail server. Your system administrator can help you. The port is default set on 25.

8. Click **OK**.

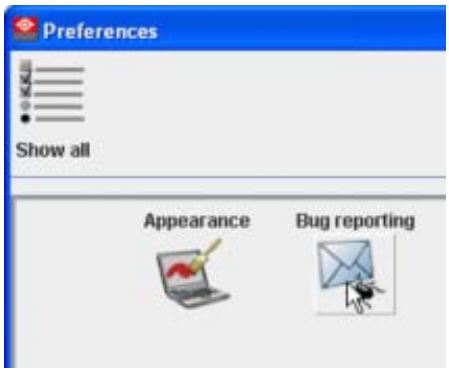

Image 4-5
Bug report selection

Image 4-6
Bug report setup window

Mail settings
Your mail account settings
Your email address:
[Your email address]
Barco's email address:
events.techsupport@barco.com
When sending an email to Barco, also send the mail to me.
Outgoing mail server settings
Address of the (SMTP) mail server:
[The address of your SMTP server]
Port of the (SMTP) mail server:
25
Ok

Image 4-7
Mail setup window

4.5 Logging

Start up

1. Click on **Logging** (when first another preference was clicked, click first on **Show all**). (image 4-8)

   The logging preferences window opens. (image 4-9)

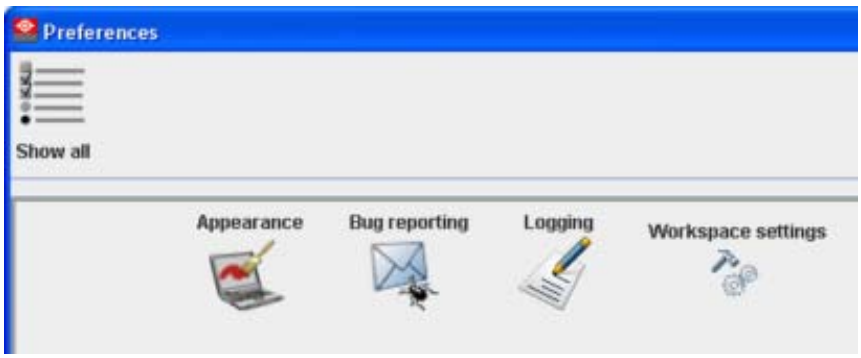

Image 4-8
Select logging preferences

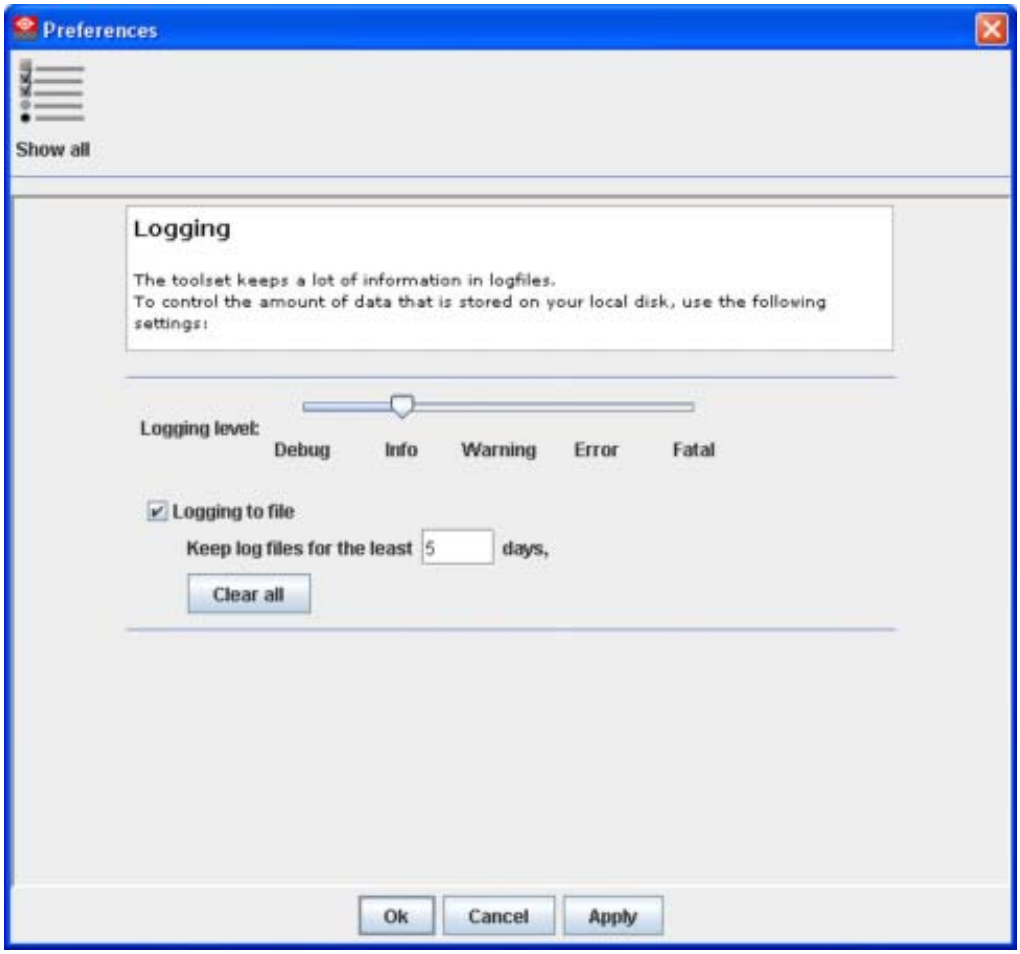

Image 4-9
Logging and debugging preferences

Message to log file

The logging about the behavior of the program can be logged in a file. Each time the program is started a new log file is created. The file is saved in a subdirectory *log* of the Projector Toolset install directory. The file name contains the date and the sequence of start up at that date.

The logging level can be set to limit the number of data. By default, *Info* level is setup. Other levels are *Debug*, *Warning*, *Error* and *Fatal*.

Check the check box in front of *Write log messages to file* if you want to activate the logging. This is a preferred setting.

The period a logging must be saved on disk can be set. Default set to 20 days. All logging older than 20 days will be removed.

When the period is set to “0”, only the last created logging will remain on the disk.

To clear the complete logging directory, click once on **Clear all**.

4.6 Workspace selection

Start up

1. Click on **Workspace selection** (when first another preference was clicked, click first on **Show all**). (image 4-10)

The workspace selection dialog box opens.

2. To change to another workspace, click on the drop down box and select the desired workspace. (image 4-11)
   Or,
   click on **...** to open an *Open* dialog box (a2).
3. Browse to a workspace or enter a new workspace in the *File name* field.
4. Click on **Open** (b).

   The current configurations will be closed.
5. Click on **Apply** to apply the new workspace (c).

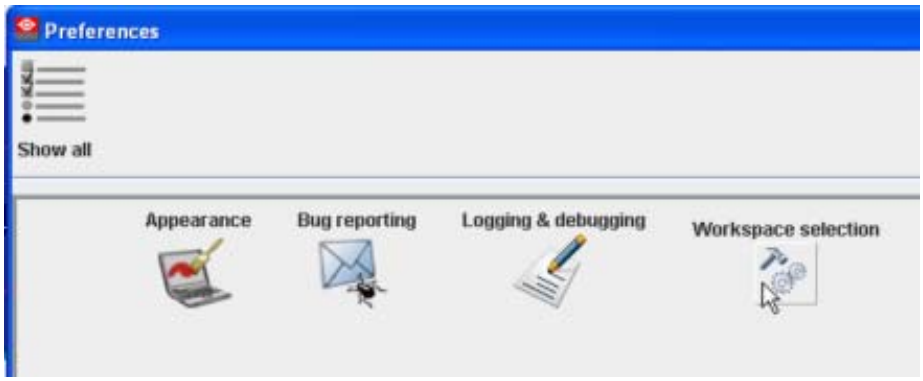

Image 4-10
Select Workspace preferences

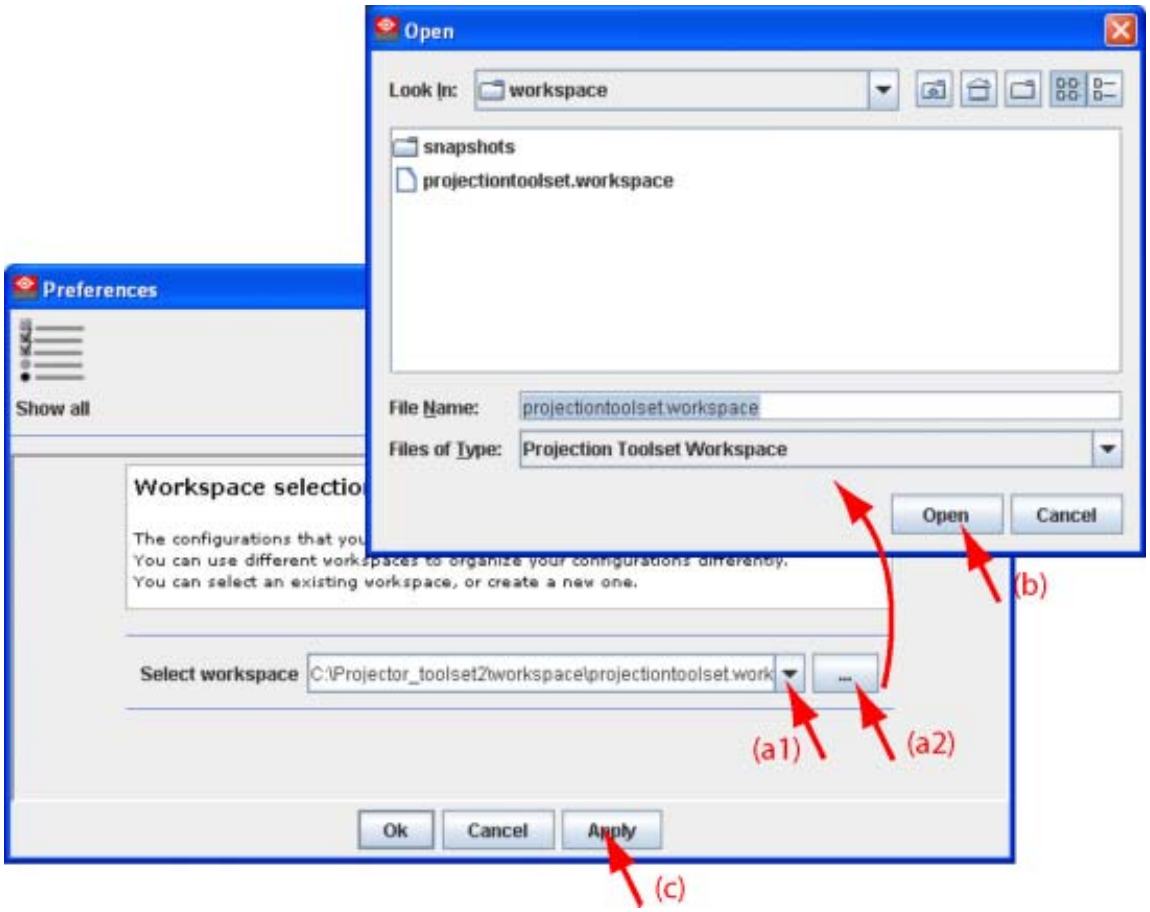

Image 4-11
Selecting a workspace

5. CONFIGURATOR

Overview

- Introduction
- Configurator window
- Create a new configuration
- Add projector to a configuration
- Reconnect a projector
- Edit projector properties
- Configuration preview
- Configuration properties
- Preview layout properties
- Multiple projector selection
- General projector settings
- Projector adjustment settings
- Installation settings
- Communication settings

5.1 Introduction

Overview

The configurator makes it possible to create configurations and to change the settings of each device separately.

Start up

To start up the configurator, just click on the configurator icon ( ) on the navigation button bar or click on **Modules** and select *Projection configuration*.

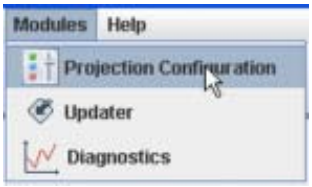

Image 5-1
Configurator start up

5.2 Configurator window

Overview

The configurator window allows to create new configurations and to manage the projectors inside a configuration.

5.3 Create a new configuration

Steps to be taken

1. Click **File** on the menu and select *New → New configuration* (a). (image 5-2)
   Or,
   press **Ctrl** + **N**.

   The *New configuration* dialog box opens (b).
2. Fill out a name for the new configuration next to *Configuration* name. The default name will be *Configuration_'digit'* (c).
   Note: *Only the characters a to z, A to Z, 1 to 9 and (,), _, -, @ or allowed in a name.*

   When it is the first configuration for this workspace, only the option *Create by adding projectors* is available.

   When there are already configuration available, the option *Based on available configuration* becomes available
3. Check the radio button of your choice (d).
4. When *Based on available configuration* is checked, click on the combo box and select the configuration on which the new configuration must be based on (e).
5. Click **OK** to create the new configuration (f).

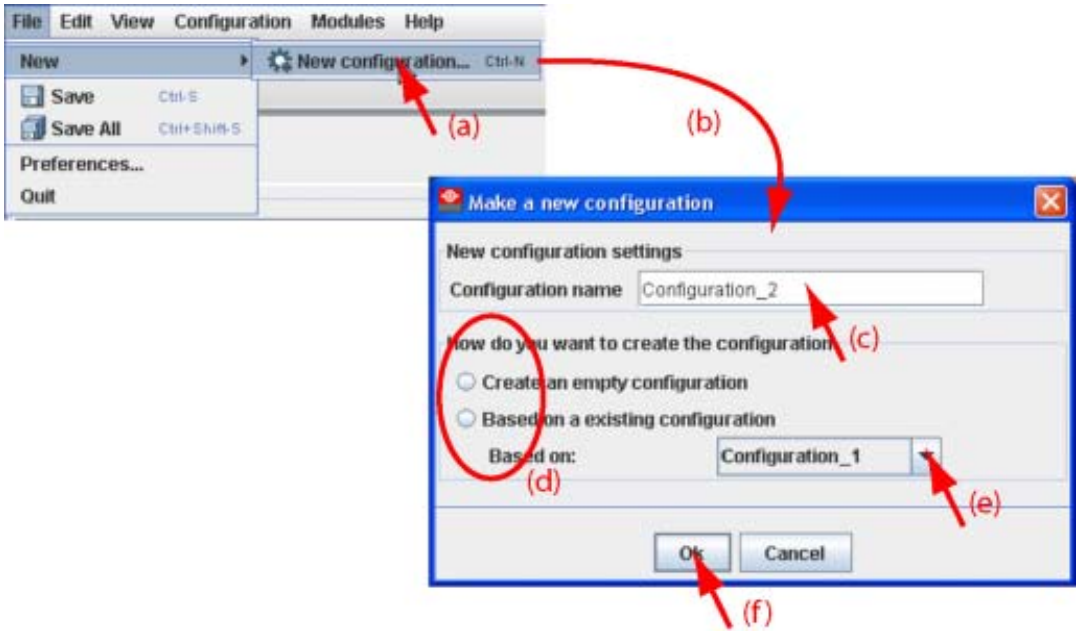

Image 5-2
Create new configuration

5.4 Add projector to a configuration

Overview

- Add projector
- General properties
- Connection setup
- Decorator setup

5.4.1 Add projector

The possible projectors types depends on the installed plug-ins.

About adding a projector

To make it more easy to find back a projector while adding it to the software, the different projectors are grouped in categories.

The following categories are available for the moment:

- Digital cinema: this category contains all supported digital cinema projectors.
- Mid venue: this category contains all supported projectors from the CLM series.
- Large venue: this category contains all supported projectors from the FLM series.
- XLarge venue: this category contains all supported projectors from the XLM series.

How to add

1. Click **Configuration** on the menu and select *Add* (a). (image 5-3)
2. Move the cursor to the right and select the desired category.
3. Move the cursor again to right and select the desired projector.

   The *Create projector* dialog box opens with the selected device type pictograph at the right side (b).
4. Enter the different device properties such as the projector identification, the connection parameters and projector decorator for the configuration preview.

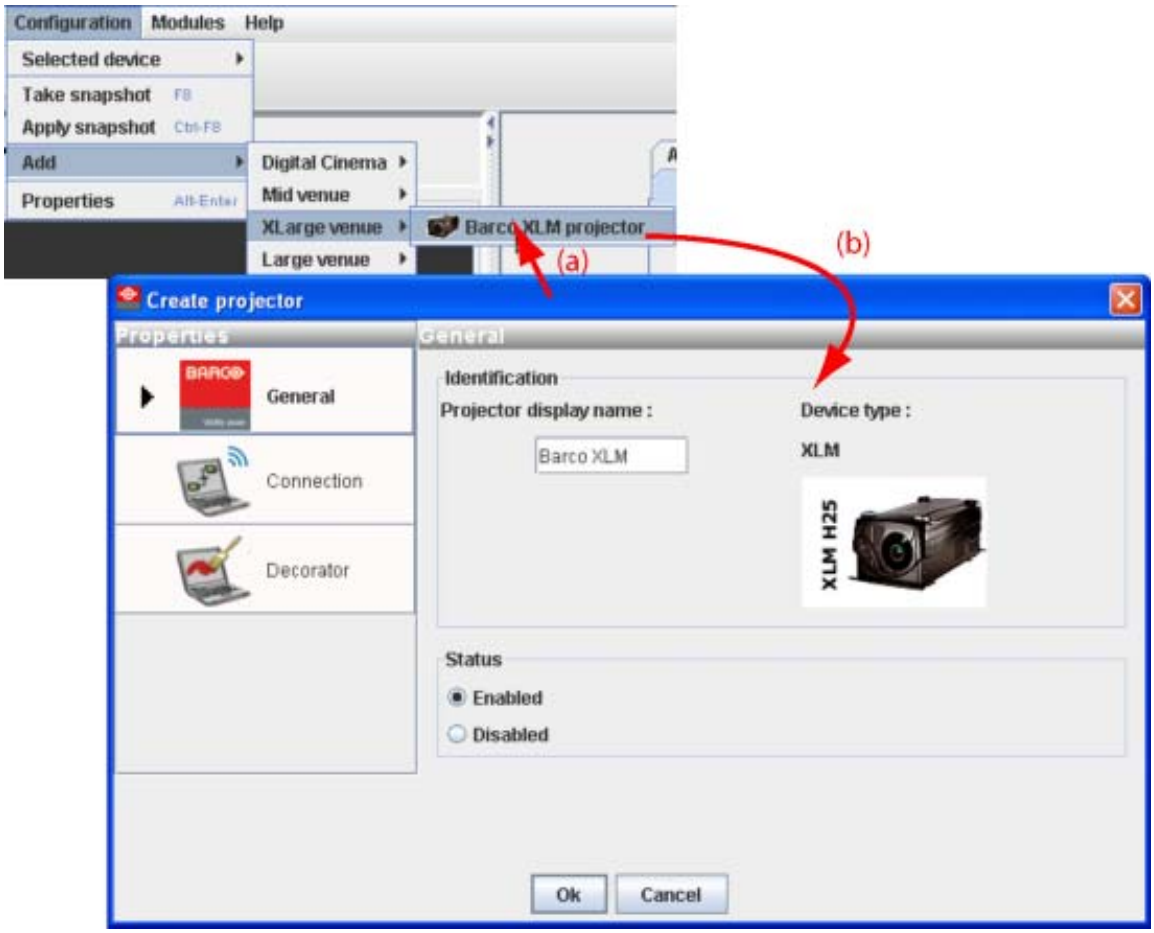

Image 5-3
Add projector

When adding twice the same projector, once via a network connection and once via a serial connection, a message will be displayed to warn the user that there is already an instance with the same projector and that problems with the communication are possible. The projector will be added but Projector Toolset advises to uninstall one of the connections.

5.4.2 General properties

Overview

Click on the **General** tab to open the general properties if not yet open (a).

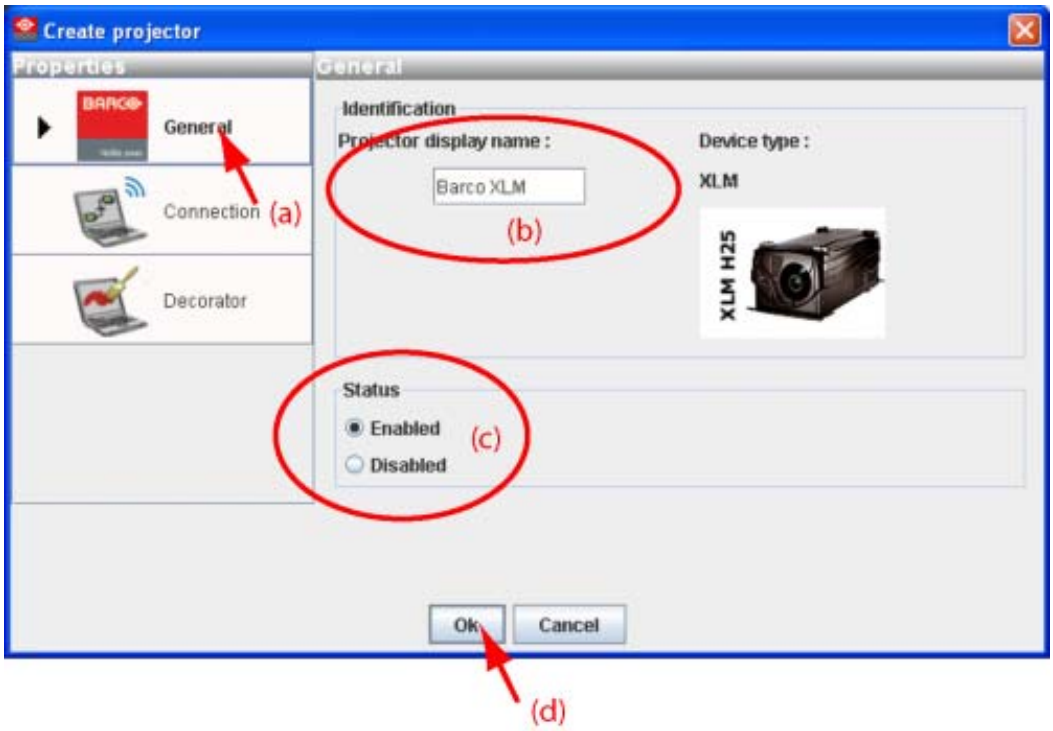

Image 5-4
General projector properties

Projector's identification

The default display name is Barco followed by the projector type.

This name can be changed to any other name. Click in the name field, select the current name and enter a new name (b).

Next to the display name, the device type is indicate with the name and a device icon.

Projector status

Indicates the communication status of the projector (c).

- enabled: communication with projector possible
- disabled: no communication with projector possible

5.4.3 Connection setup

Overview

- Set up a serial connection
- Set up a Ethernet connection
- Connection error counter

No serial connection possible when using Projector Toolset on MAC OS X or on a Linux system !

5.4.3.1 Set up a serial connection

Only possible when Projector Toolset runs on a Microsoft Windows platform.

Physical connection

Before a serial connection can be made, connect a serial cable from PC to the RS232IN connector of the projector.

RS232

An Electronic Industries Association (EIA) serial digital interface standard specifying the characteristics of the communication path between two devices using either DB-9 or DB-25 connectors. This standard is used for relatively short-range communications and does not specify balanced control lines. RS-232 is a serial control standard with a set number of conductors, data rate, word length and type of connector to be used. The standard specifies component connection standards with regard to computer interface. It is also called RS-232-C, which is the third version of the RS-232 standard, and is functionally identical to the CCITT V.24 standard. Logical '0' is > + 3V, Logical '1' is < - 3V. The range between -3V and +3V is the transition zone.

Necessary parts

Straight serial cable

Software connection

1. Select the *Connection* properties tab (a). (image 5-5)

   The right pane changes to the connection setup page.

2. Click on the radio button next to *A projector connected to a serial port* to select the serial connection (b).
3. Click in the *Projector address* input field and enter the projector address (c).

   This address must be between 0 and 255.

4. Select the serial port of your PC connected with the projector. Click on the drop down box and select the corresponding port (d).
5. Click **OK** to make the connection.

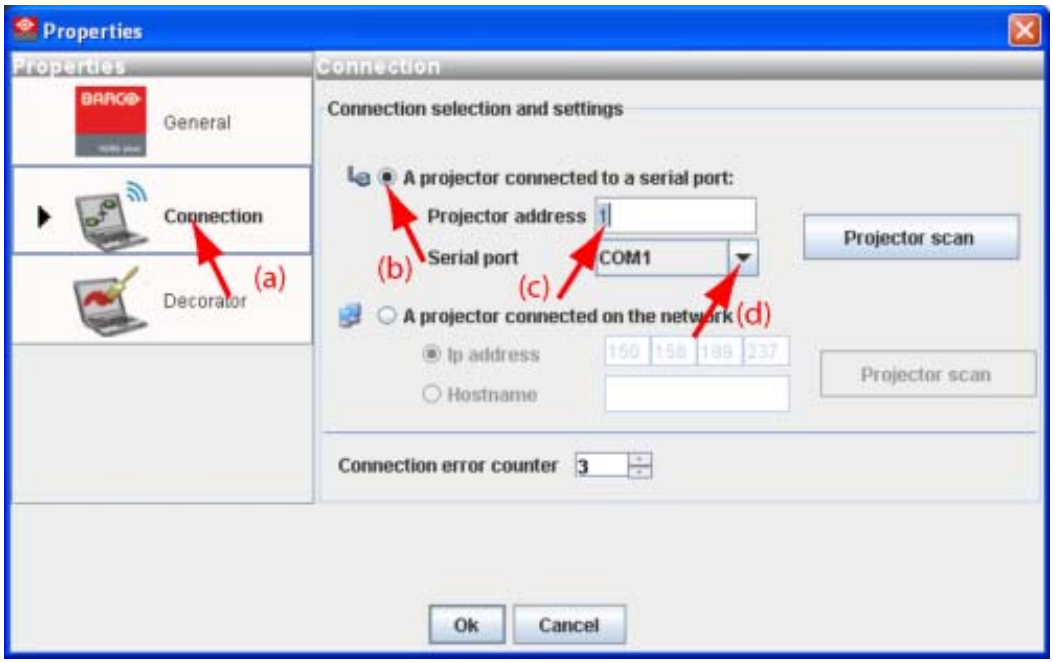

Image 5-5
Set up a serial connection

Scan projector

If the projector address and the communication port are not known, click on **Projector scan** to get an overview of the serial connected projectors (a).

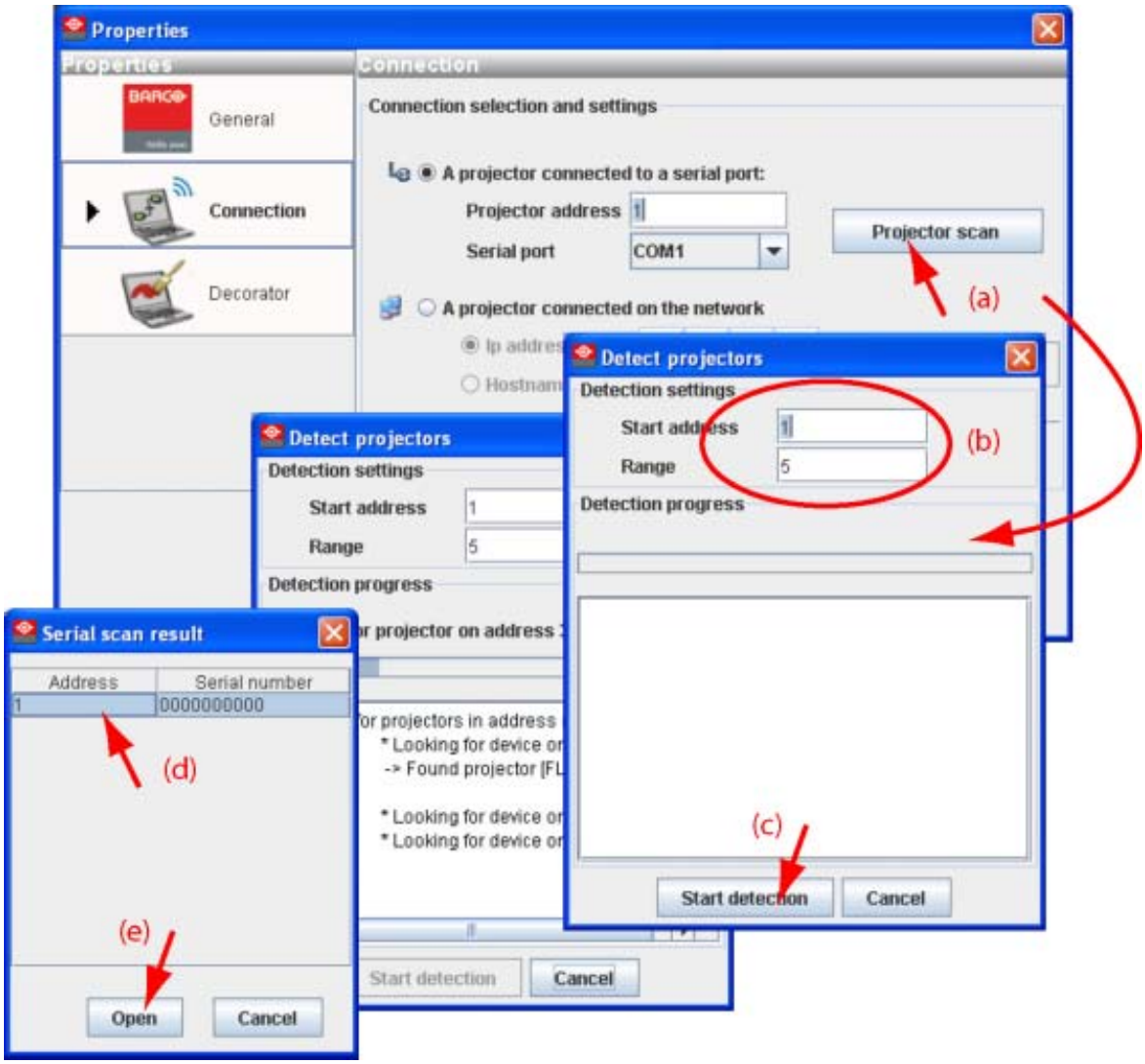

Image 5-6
Detect serial connected projectors

Fill out the address range (b) and click **Start detection** (c).

A *Serial scan result* dialog box opens.

Select the desired projector (d) and click **Open** (e). A connection is made with the selected projector.

5.4.3.2 Set up a Ethernet connection

Possibilities

To establish a Ethernet connection, the following ways are possible:

- Enter an IP address
- Enter a host name
- Scan the net work for the connected projectors

IP

Internet Protocol. The network layer of TCP/IP. Required for communication with the internet.

Host name

This is the name that will be returned, along with the IP address in response to the UDP broadcast query for projectors.

DNS server

Computers, Projectors connected to a network are referenced by their IP address. The only problem is that remembering IP addresses is not easy. If you need to use hundreds of addresses then it will become impossible to remember them. This is why domain names are created. Internet names (domain and host names) are just aliases to these IP addresses. When you use an Internet address it is automatically translated to an IP address. In fact a program or device that translates those Internet names to IP addresses is called a DNS Server.

Via entering an IP address

1. Select the *Connection* properties tab (a). (image 5-7)

   The right pane changes to the connection setup page.

2. Click on the radio button next to *A projector connected on the network* to select the Ethernet connection (b).

3. Click on the radio button in front of *IP address* (c).

4. Enter the IP address (d).
   Note: *An address contains 4 octets with a maximum value of 255.*

5. Click **OK** to make the connection.

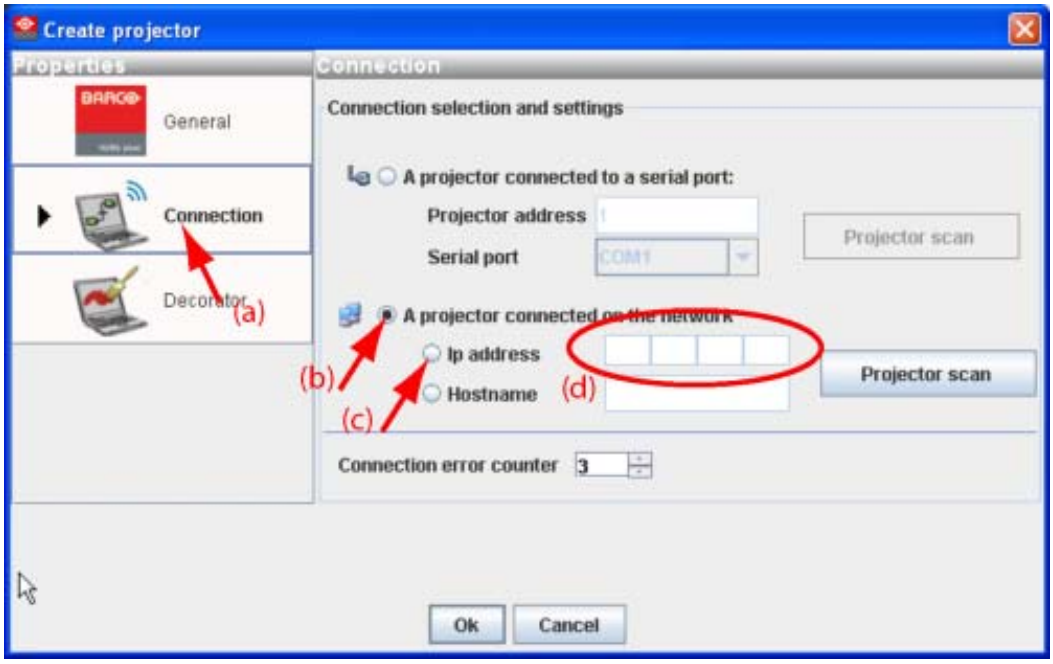

Image 5-7
Make connection via entering IP address

Via entering a host name

1. Select the *Connection* properties tab (a). (image 5-8)

   The right pane changes to the connection setup page.

2. Click on the radio button next to *A projector connected on the network* to select the Ethernet connection (b).

3. Click on the radio button in front of *Host name* (c).
4. Click in the input field and enter the host name (d).
5. Click **OK** to make the connection.

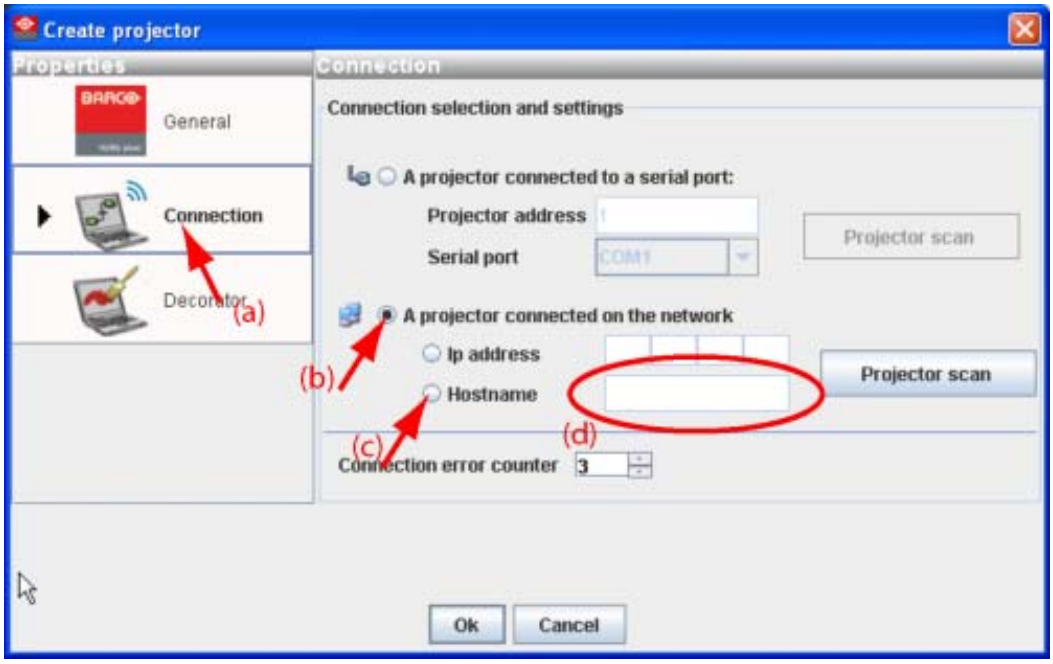

Image 5-8
Create connection via host name

Making a connection via a host name is only possible when the host name is known by the network DNS server.

Via a projector scan

1. Select the *Connection* properties tab (a). (image 5-9)

   The right pane changes to the connection setup page.

2. Click on the radio button next to *A projector connected on the network* to select the Ethernet connection (b).
3. Click on the **Projector scan** button (c).

   The *Scanning projector* progress bar appears. The broadcast query (based on UDP) for projectors scans the complete LAN network to detect available projectors on the network. The scanning results are displayed in the *Discover projectors* dialog box (d). Only the projector of the added projector type and the not yet added projectors to the configuration are in the list.

4. Click on the desired IP address to select (e) and click **Open** (f).

   A connection is made with the selected projector.

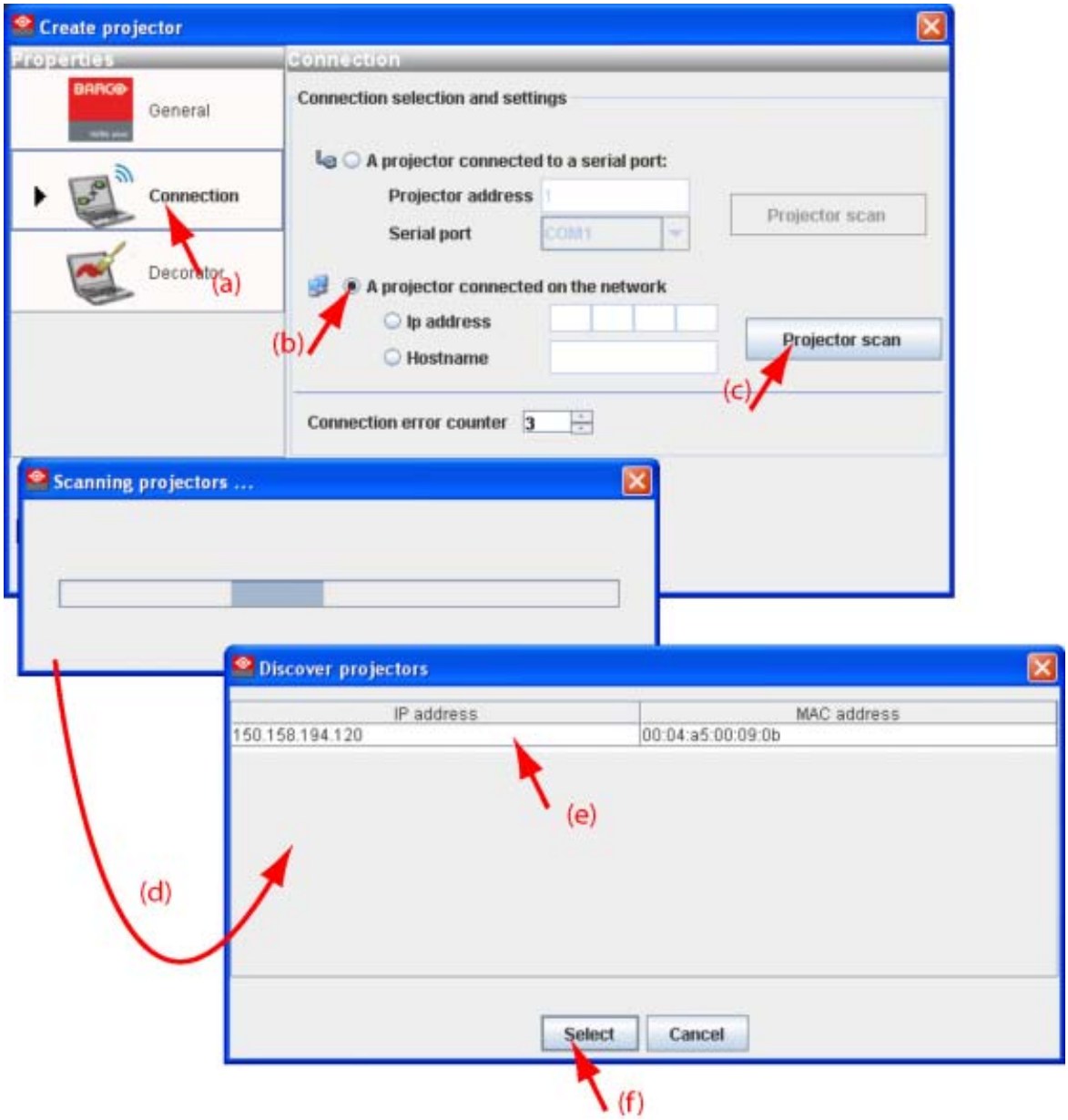

Image 5-9
Create a connection via projector scan

5.4.3.3 Connection error counter

What is done

When making a communication with a projector, the PC sends a lot of commands to this projector, e.g. to retrieve data or to adjust settings. When a number of commands fails during this process the connection will be broken. The allowed number of failures can be set in the *Connection error counter* setting.

How to set

Click on the up down control of the spin box until the allowed number of failures is set or

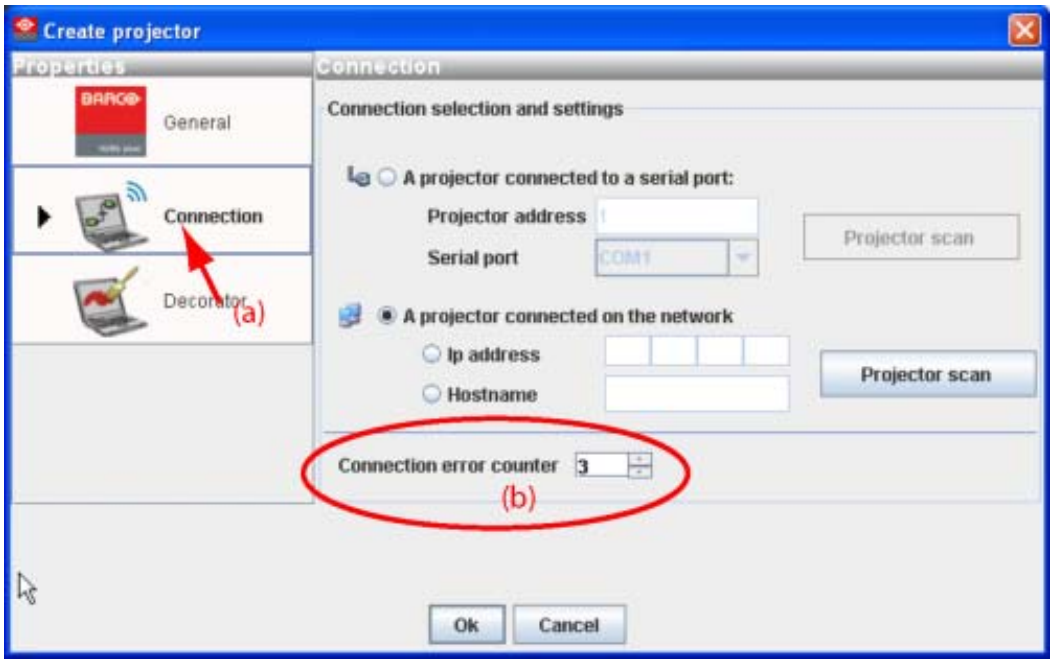

Image 5-10
Connection Error count

click in the input field of the spin box and enter the allowed number of failures before a connection is broken.

The default value is set to 3.

When a connection is broken, Projector Toolset will not try to communicate anymore with this projector. The properties pane will be disabled (grayed out). To reconnect, see "Reconnect a projector", page 54.

5.4.4 Decorator setup

What is a decorator

Decorator information is extra data about the projector which can be displayed in the configuration preview next to the projector pictograph.

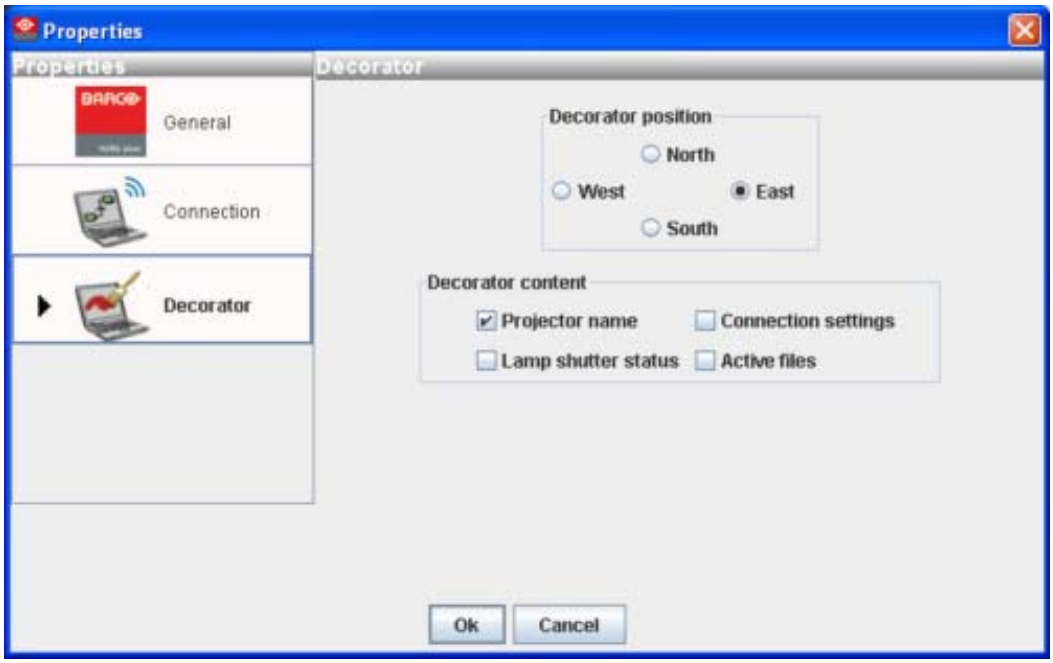

Image 5-11
Decorator properties

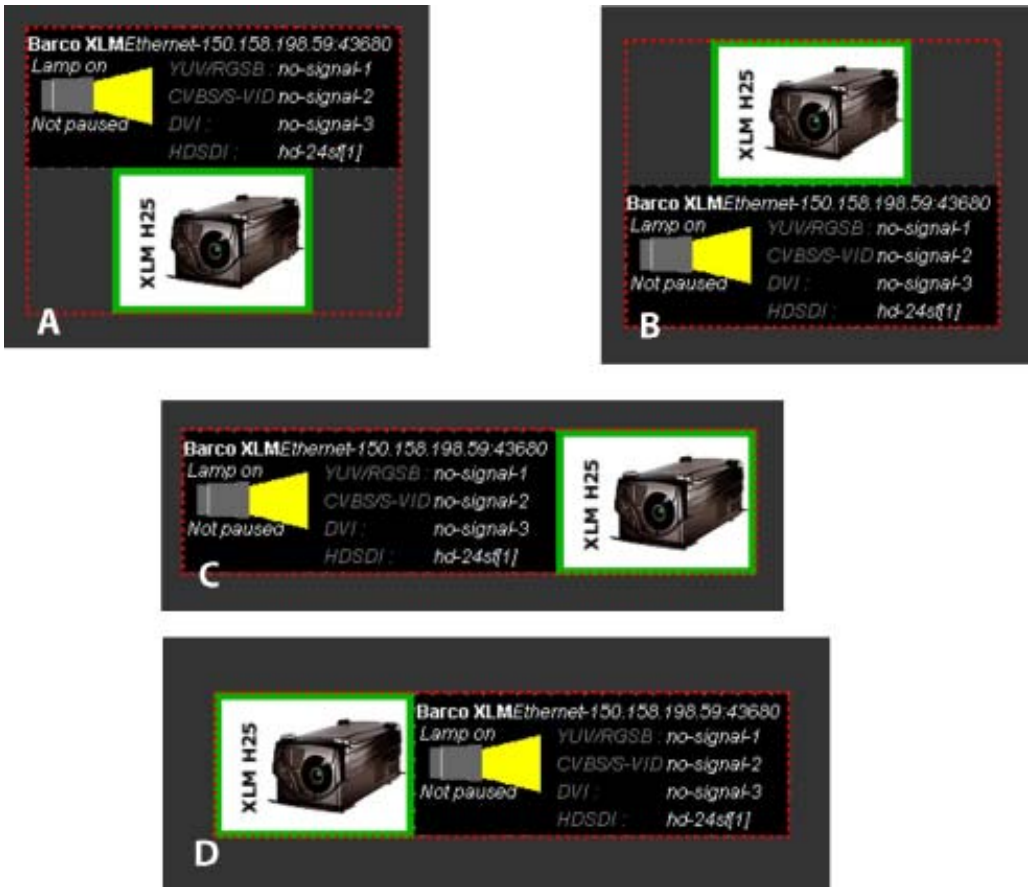

Image 5-12
Decorator position and content

A Decorator north of graph
B Decorator south of graph
C Decorator west of graph
D Decorator east of graph

Decorator position

The extra information can be place in the north, south, east or west of the projector pictograph.

Click on the desired radio button to determine the decorator position.

Decorator content

The following information can be displayed in the configuration preview:

- Projector name
- Connection settings
- Lamp shutter status
- Active files

5.5 Reconnect a projector

Via the context menu

1. Right click on a not connected projector in the preview pane. (image 5-13)

   A context menu opens.

2. Select *Connect*.

   The projector tries to make a connection and to retrieve data. When it is successful the pictograph border becomes green, the properties are filled out. When it is not successful, the border stays gray and a *projector not responding* message is displayed.

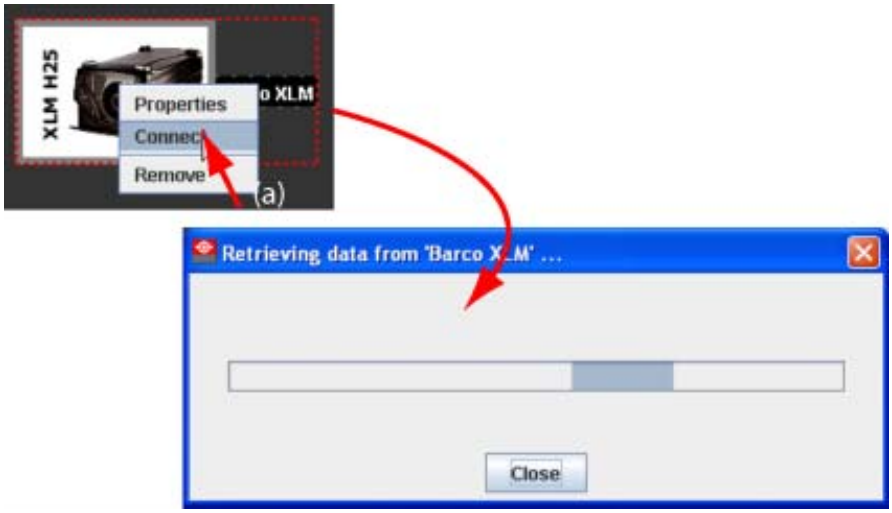

Image 5-13
Connect projector via context menu

Via the menu

1. Select a not connected projector in the preview pane. (image 5-14)
2. Click **Configuration** on the menu and select *Selected device → Connect projector*.

   The projector tries to make a connection and to retrieve data. When it is successful the pictograph border becomes green, the properties are filled out. When it is not successful, the border stays gray and a *projector not responding* message is displayed.

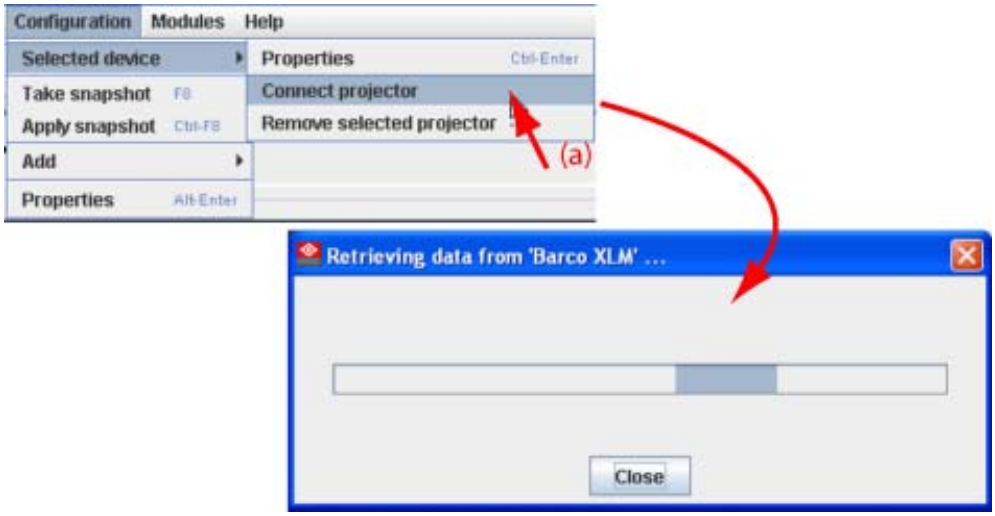

Image 5-14
Connect projector via menu

Via the projector properties

1. Select a not connected projector in the preview pane. (image 5-15)
2. Open the projector properties via right click and selecting *Properties*.
   Or,
   via click on **Configuration** on the menu and selecting *Selected device → Properties* (a).

Or,
by pressing **Ctrl** + **Enter**.

The *Properties* dialog box opens (b).

3. Click on **Connection** (c).

   The *Connection* tab opens (d).

4. Click on **Connect projector** (e).

   The projector tries to make a connection and to retrieve data (f). When it is successful the pictograph border becomes green, the properties are filled out. When it is not successful, the border stays gray and a *projector not responding* message is displayed.

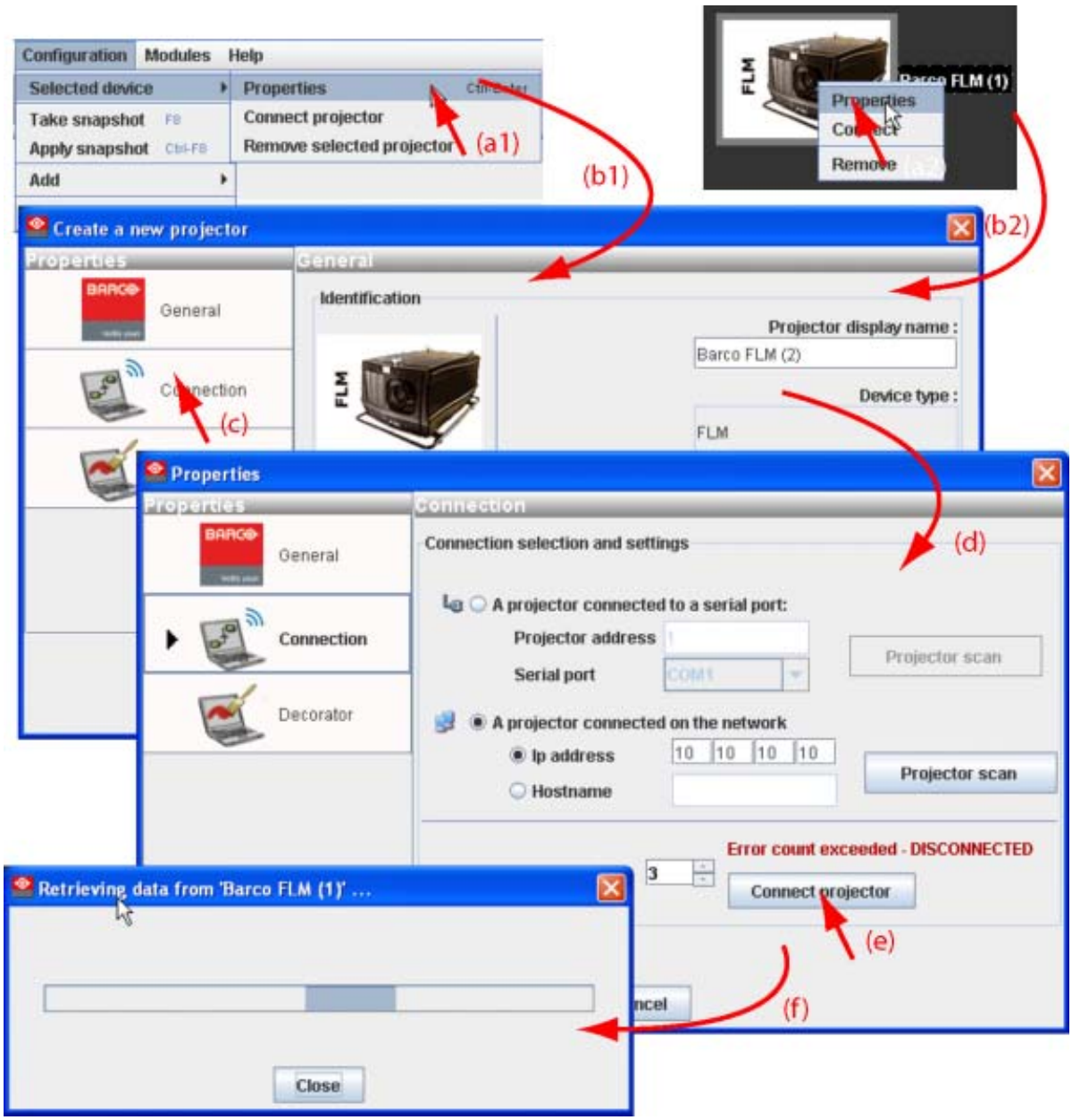

Image 5-15
Reconnect via the properties dialog box

5.6 Edit projector properties

Via the menu

1. Click on a projector to select (a). (image 5-16)
2. Click **Configuration** on the menu and select *Selected device* → *Properties* (b).
   Or,
   press **Ctrl** + **Enter**.

   The *Properties* dialog box opens (c).
   To edit the:
   - general properties, see "General properties", page 44.
   - connection properties, see "Connection setup", page 45.
   - decorator, see "Decorator setup", page 52.

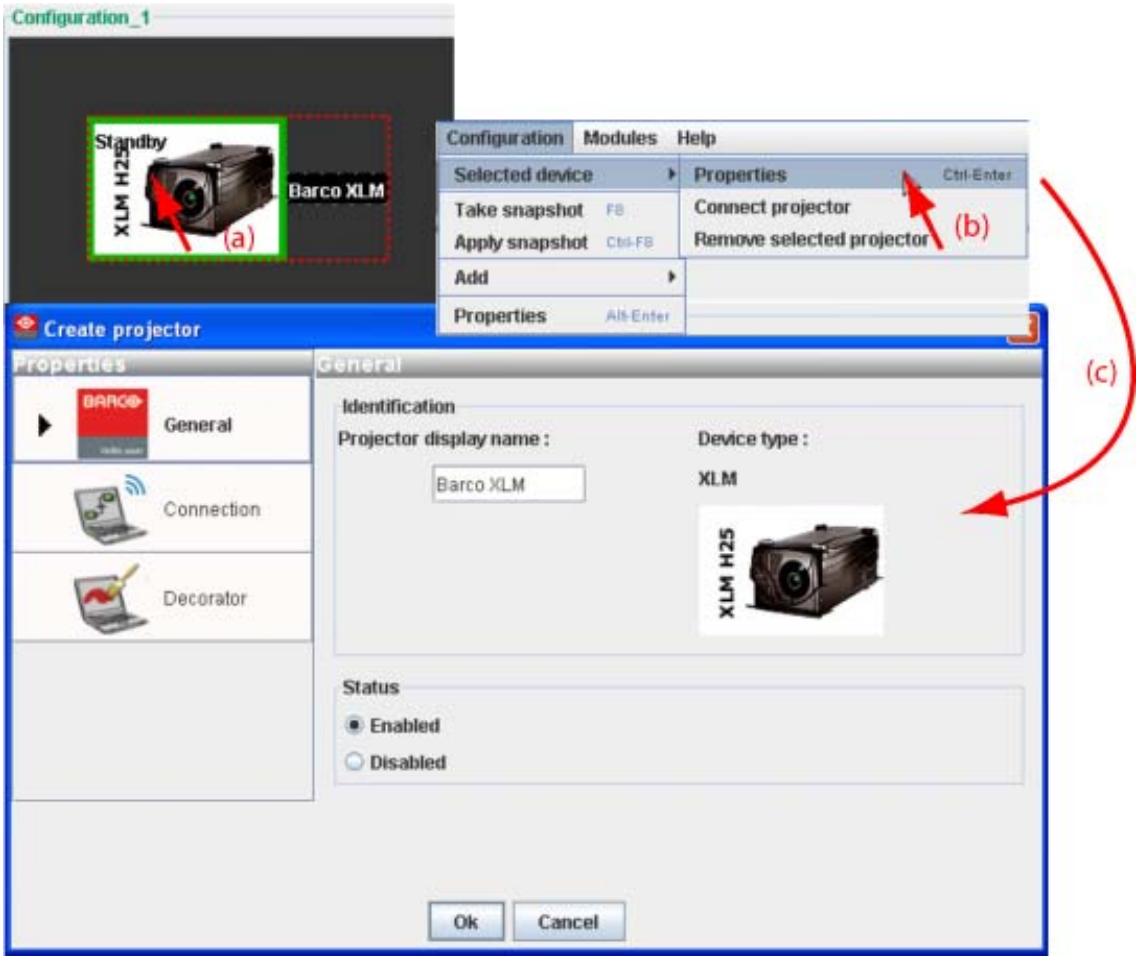

Image 5-16
Edit projector properties via menu

Via the context menu

1. Right click on a projector graph in the configuration preview. (image 5-17)

   A context menu opens.
2. Select Properties.

The *Properties* dialog box opens.
To edit the:

- general properties, see "General properties", page 44.
- connection properties, see "Connection setup", page 45.
- decorator, see "Decorator setup", page 52.

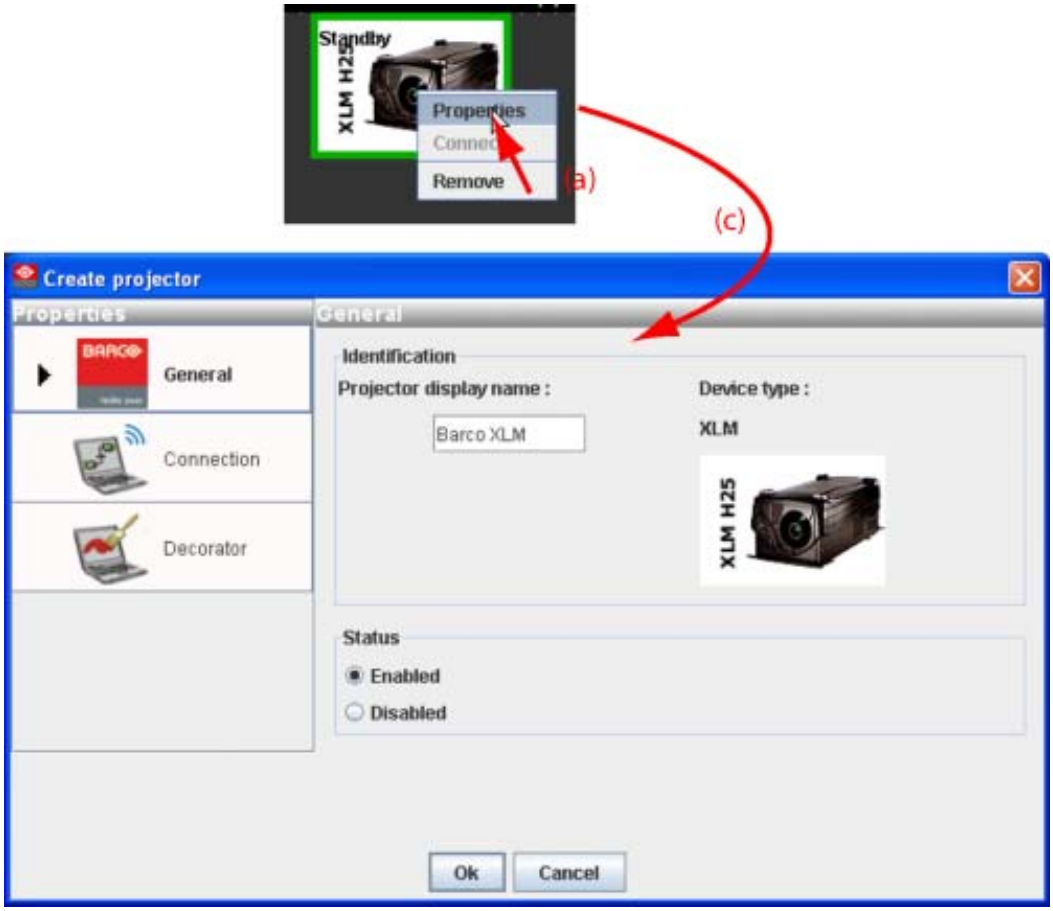

Image 5-17
Edit projector properties via right click

5.7 Configuration preview

Projector status

The border color around the pictograph indicates the projector status.

Green: projector is online and there is communication with the projector.

Grey: projector is offline.

Red: projector is online but there are warnings about the use of the projector.

Shaded: projector is disabled.

5.8 Configuration properties

What is available?

The following properties are available:

- *author* name.
- *created on*: date and time when the configuration is created (read only).
- *path*: full path where the configuration is saved (read only).
- *description*: description which identifies the configuration.

How to change

1. Click **Configuration** → *Properties* (a1).
   Or,
   right click in the preview pane of the configuration preview, but not on a pictograph (a2). (image 5-18)
   The *Configuration properties* dialog box opens (b1, b2).
2. To enter an author, click in the input field next to *Author* and enter the name (c).
3. To add a description, click in the *Description* field and enter a description for the configuration (d).
4. Click **OK** to save and close the *Configuration properties* dialog box (e).

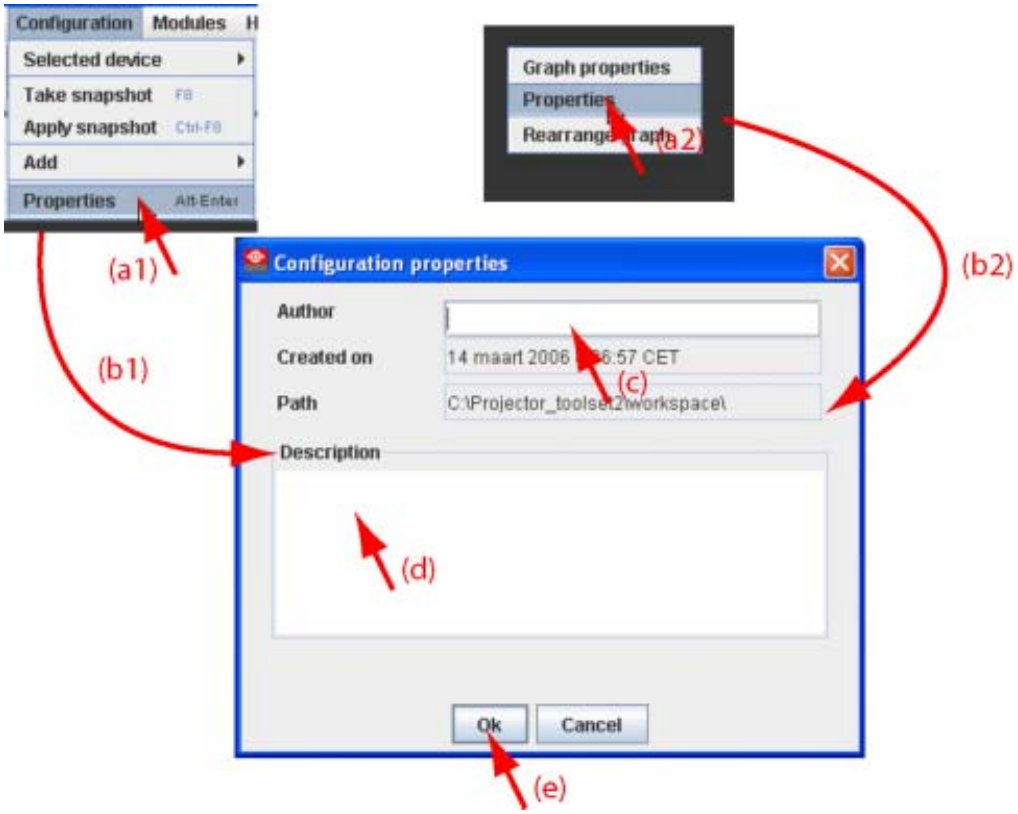

Image 5-18
Configuration properties

5.9 Preview layout properties

Overview

- Background color
- Background image
- Rearrange pictographs in preview pane

5.9.1 Background color

How to set background color

1. Right click in the preview pane but not on a pictograph (a). (image 5-19)

   A context menu opens.

2. Select *Graph properties*.

   The *Graph properties* dialog box opens (b).

3. Check the check box next to *Use background color* (c).

4. Click on **Select a color**.

   The *Select color* dialog box opens.

5. 3 ways are now possible to select a color, represented by a tab in the *Select color* dialog box.

Tab swatches = way 1	Via the swatches color dialog, step 6.
Tab HSB = way 2	Via the HSB color dialog, step 7.
Tab RGB = way 3	Via the RGB color dialog, step 8.

6. Select the desired color (via swatches = predefined color samples). (image 5-20)

   The first selected color will be indicated in *Recent*. When others are selected for a preview, the color indication will also be added in the *Recent* list as first one. Finally, the color selection can be done from the *Recent* list or out of the color pallet.

   Each time a color is clicked, a preview is given in the preview pane. Continue with step 9.

7. Click on the **HSB** tab to display the color pallet (HSB = Hue - Saturation - Brightness). (image 5-21)
   A color can be selected in 2 ways:
   - Slide the slider next to the color gamut until the wanted color in the color pick field is reached, or fill out the HSB value until the desired color is reached in the pick up field.
   - Click in the color field to display the white circle. Drag that circle to the desired tint of the chosen color.

   A preview is given in the preview pane. Continue with step 9.

8. Click on **RGB** tab to display the RGB selection sliders. (image 5-22)

   Move the sliders until the desired color is reached, or fill out the RGB values in the input boxes.

   A preview is given in the preview pane. Continue with step 9.

9. Click on **OK** to apply the selected color.

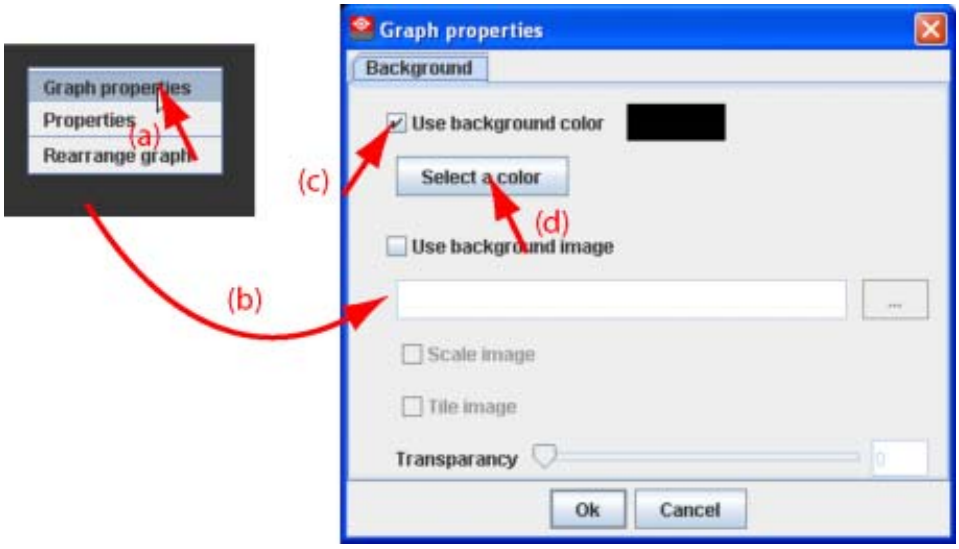

Image 5-19
Set background color

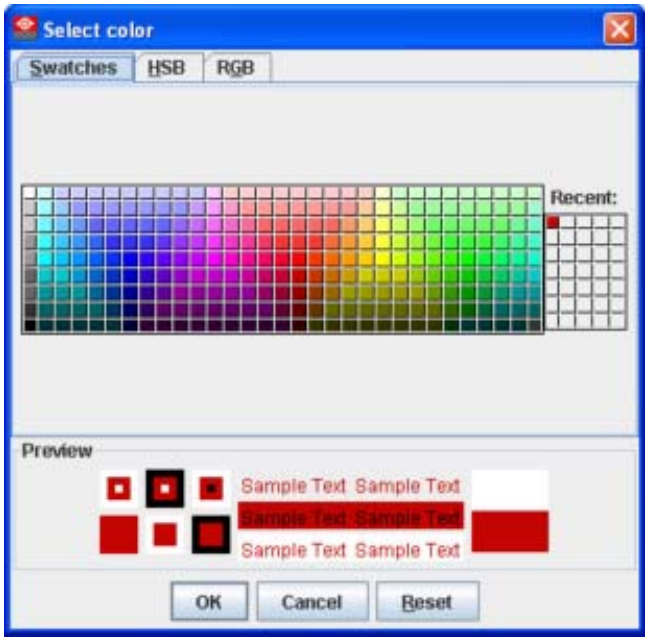

Image 5-20
Select color via swatches

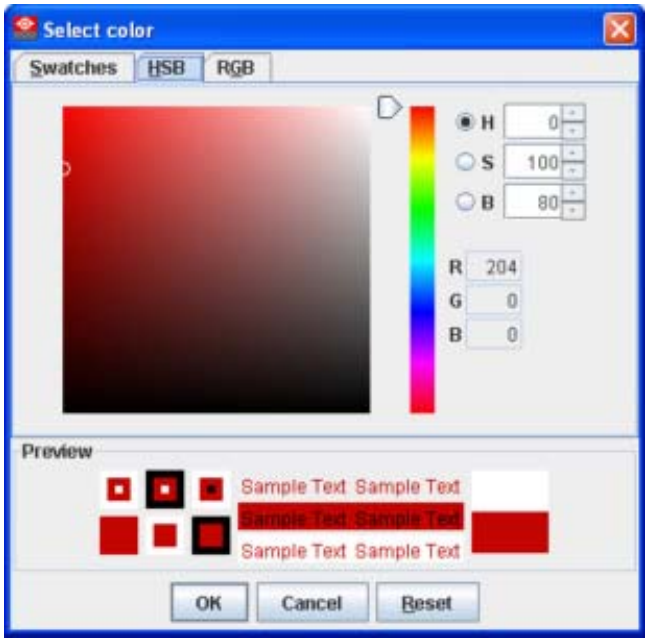

Image 5-21
Select color via HSB

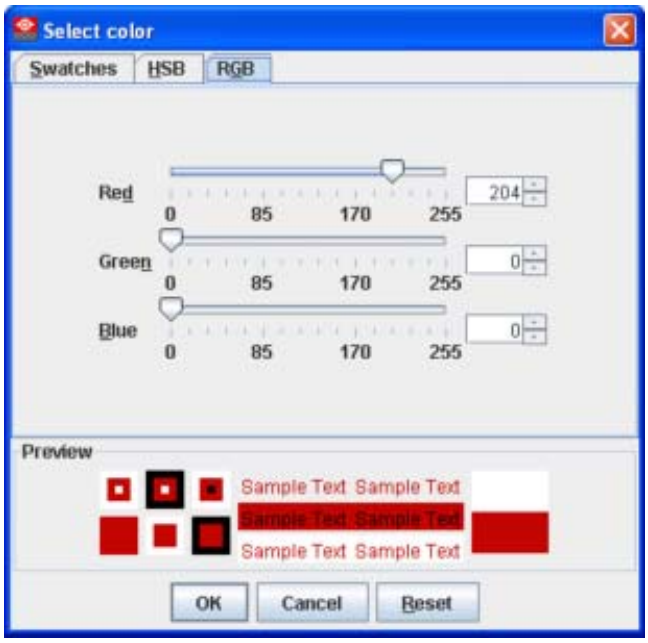

Image 5-22
Select color via RGB

5.9.2 Background image

How to set background image

1. Right click in the preview pane but not on a pictograph (a). (image 5-23)

   A context menu opens.

2. Select *Graph properties*.

   The *Graph properties* dialog box opens (b).

3. Check the check box next to *Use background image* (c).

4. Fill out the complete path to the image (d1) and continue to step 6
   Note: *Only jpg, gif and png file are allowed.*

   Or,
   click on **...** (d2)

   An *Open* dialog box opens (d3)

5. Browse to the desired image (d4) and click **Open** (d5).
   Or,
   double click on the desired image.

6. Select the way the image should be applied. Check the check box of your choice (e).
   - Scale: image is scaled to match the preview pane.
   - Tile: original dimension of the image is used. The image is repeated as many times as necessary to fill up the complete preview area.

7. Set transparency level by clicking on the slider and dragging to the desired location (f)
   Or,
   by clicking in the input field next to the slider and entering the desired value with the keyboard.

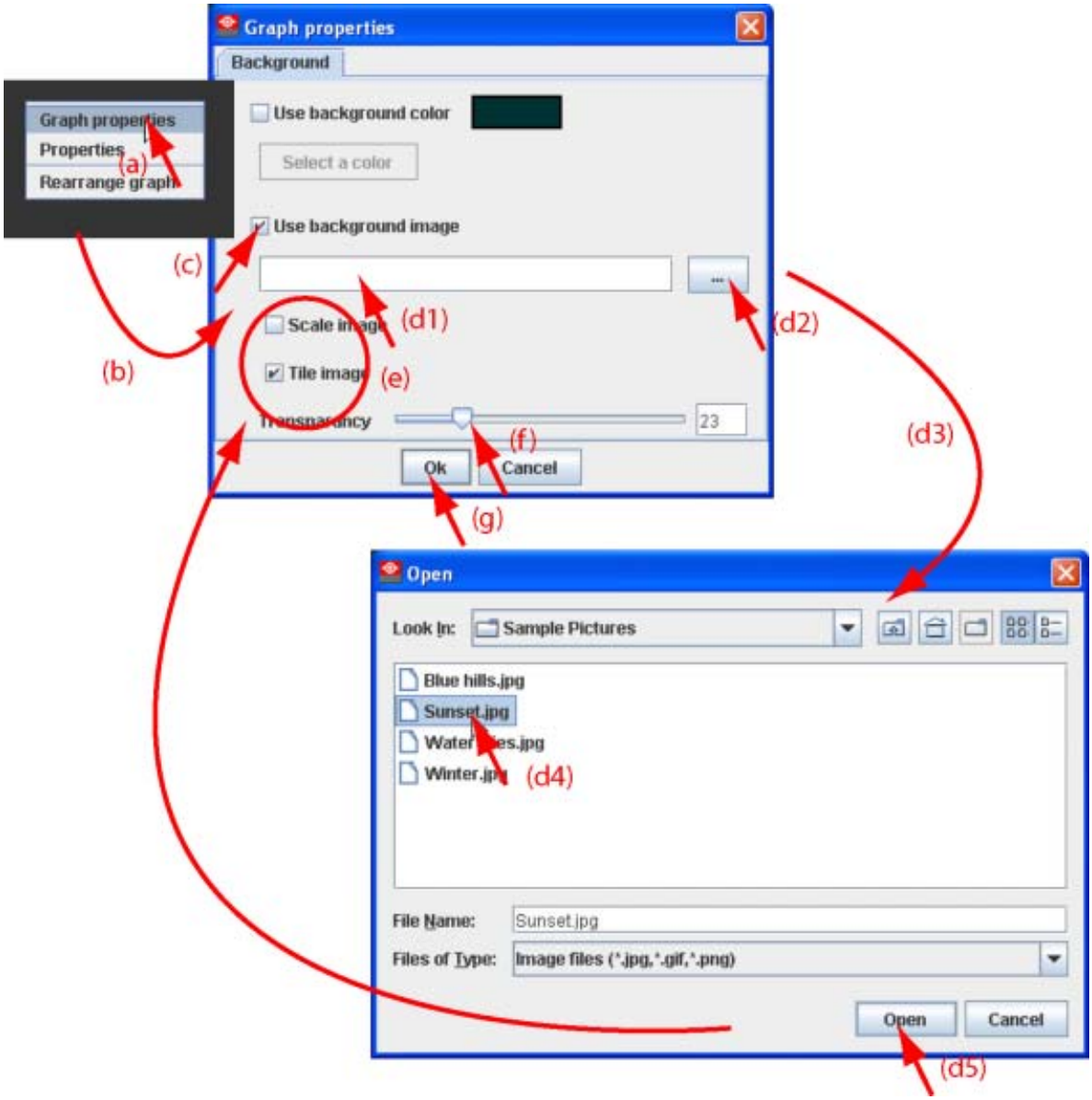

Image 5-23
Set background image

5.9.3 Rearrange pictographs in preview pane

How to rearrange

1. Right click in the preview pane but not on a pictograph. (image 5-24)

   A context menu opens.

2. Select *Rearrange graphs*.

   The pictographs are rearranged in the preview pane.

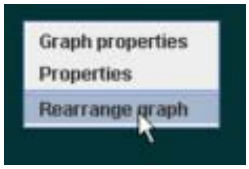

Image 5-24
Rearrange pictographs

5.10 Multiple projector selection

What be done?

Multiple projectors, same type or different type can be selected in the preview pane. The settings which are common are displayed in the settings pane. The non common settings are grayed out. The displayed settings are those of the first selected projector, indicated with red dotted square, and do not tell anything about the status of the other selected projectors.

When adjusting a common setting, the selected command is sent to all projectors in the selection.

E.g. when the GUI shows that the lamp is on, that means that the lamp of the first selected projector is on, but the lamp is not necessary on for all other selected projectors. To be sure that the lamp is on for all projectors, switch off first the lamp of the first selected projector and then switch on the lamp again. The lamp of all projectors will be on.

How to make a multiple selection

1. Click on the first projector in the preview pane. (image 5-25)

   A red dotted area indicates the selection. The settings of this projector will be shown in the settings pane.

2. Hold down the **CTRL** key while clicking on other projectors to add to the selection.
   Note: *Different type of projectors can be selected.*

   A white doted area will indicate that the projector is added to the selection.

   Only the common adjustable settings are now displayed in the settings pane. The actual displayed value is the value of the first selected projector.

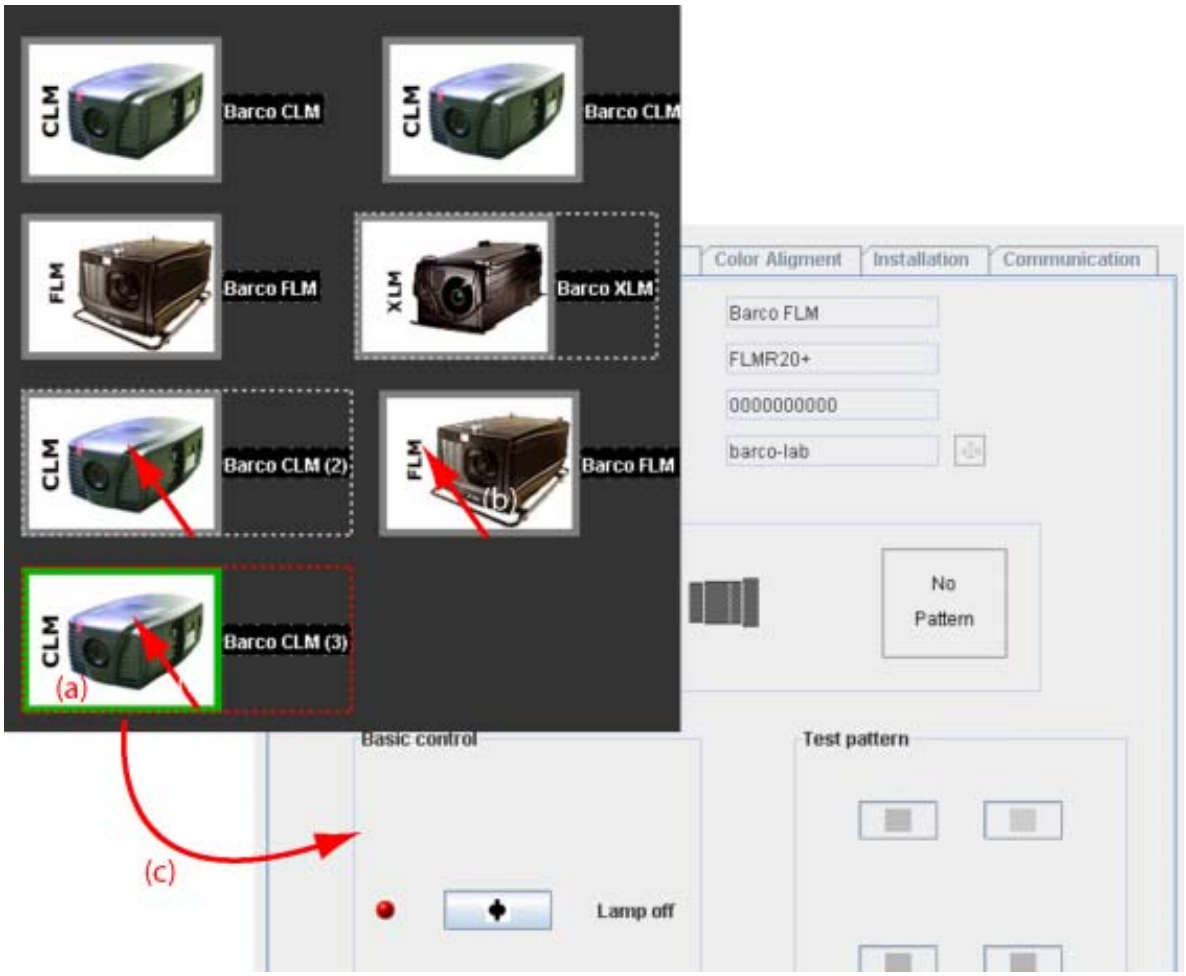

Image 5-25
Multi selection of projectors

5.11 General projector settings

Overview

- Start up
- Projector power status
- Control interface
- Basic controls, Lamp ON/OFF
- Basic controls, pause setting
- Basic control, Text ON/OFF
- Test pattern short cuts
- Test patterns, others
- Maintenance

5.11.1 Start up

How to startup

1. Click on the desired projector graph to display the projector properties. (image 5-26)
2. If the general settings are not open, click on the **General Settings** tab.

The general settings are displayed.

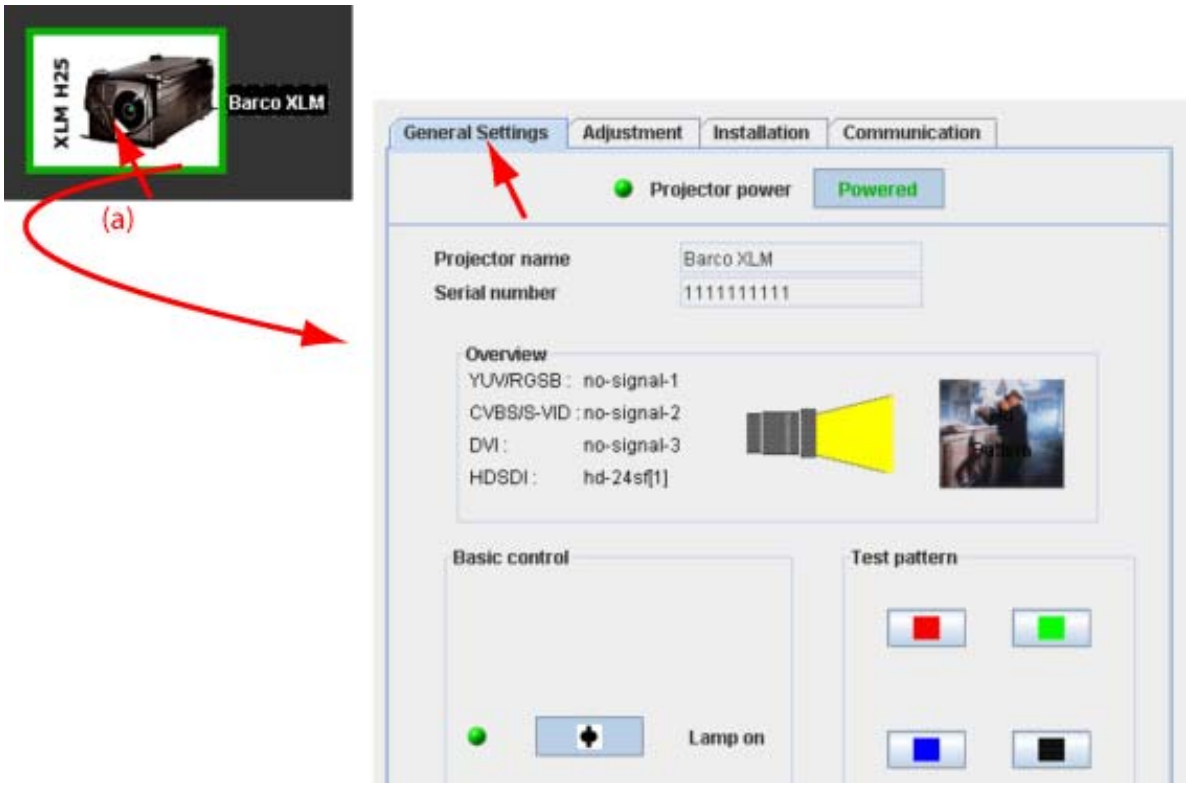

Image 5-26
Start up general settings

5.11.2 Projector power status

What can be done?

When the projector is in standby the projector can be switched on. When projector is running, it can be switched to standby.

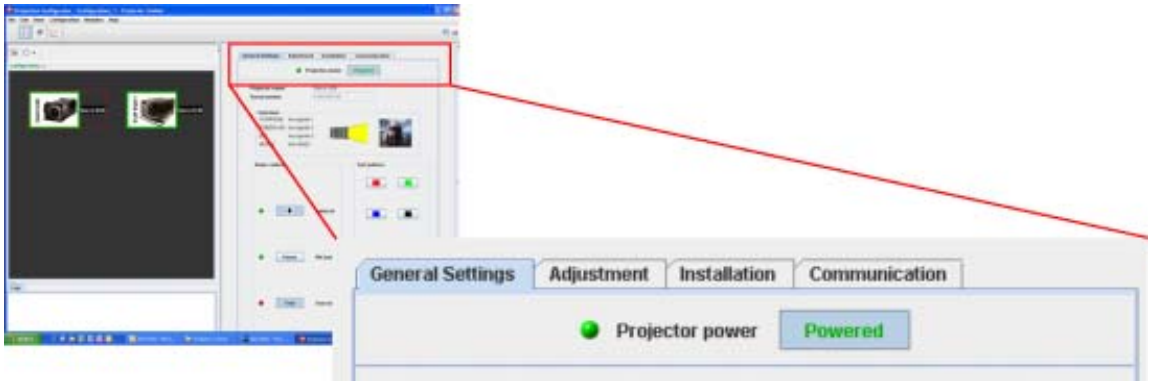

Image 5-27
Switch power status projector

How to power on

1. Press on the **Standby** button next to *Projector power*.

   The projector starts up. The button changes to *Powered*, written in green.

   The led indication before *Projector power* becomes green.

How to switch to standby

1. Press the **Powered** button next to *Projector power*.

   The projector goes in standby. The button changes to *Standby*, written in red.

   The led indication before *Projector power* becomes red.

5.11.3 Control interface

Overview

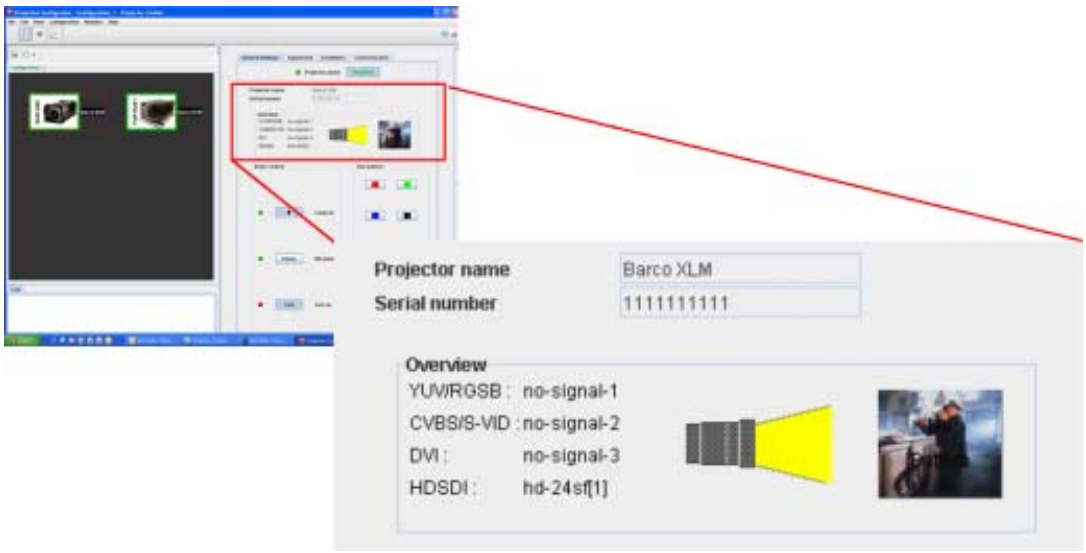

Image 5-28
Control interface

The following items can be consulted and are read only values:

- *Projector name*: name given to the projector during the creation.
- *Serial number*: serial number of the connected projector.
- *Projector overview*
  - Input files per input module
  - Lamp on or off: indicated by a light beam (yellow). Black means that the lamp is off.
  - Name of selected test pattern (with a preview if available) if one is selected.

5.11.4 Basic controls, Lamp ON/OFF

What can be done?

The projector lamp can be switched ON or OFF using the toggle button in the basic controls.

The lamp status is indicated by the led color in front of the lamp toggle button and by the text indication right next to the button.

- red: lamp is off, text indication: Lamp off
- green: lamp is on, text indication: Lamp on

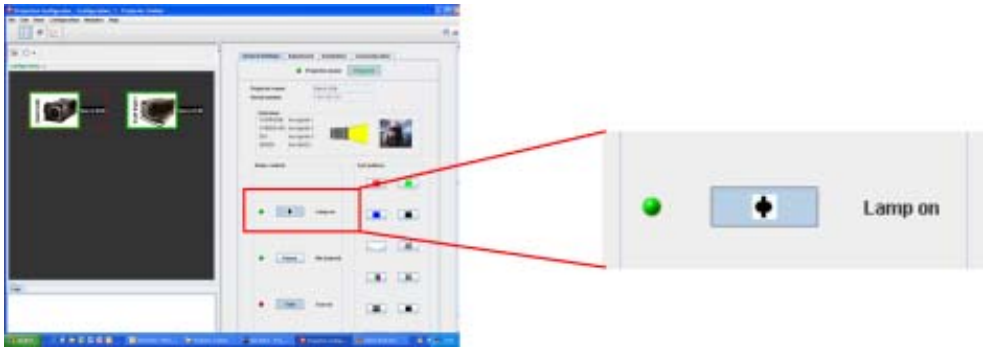

Image 5-29
Lamp switching

Toggling the lamp

1. Press the **Lamp** button to toggle the lamp on or off.

   When toggling the lamp from off to on, a Switching on window is display as long as the lamp is not fully on. (image 5-30)

Image 5-30
Switching lamp on

5.11.5 Basic controls, pause setting

What can be done?

The image projection can be interrupted for a short time. The image disappears but full power is retained for immediate restarting. Shutter is closed when pause is activated.

The pause status is indicated by the led color in front of the pause button and by the text indication right next to the button.

- red: pause is activated, shutter is closed. Text indication: Paused
- green: pause is not activated, shutter is open. Text indication: Not paused

Image 5-31
Basic control, pause

How to toggle

1. Press **Pause** button to toggle between *Paused* and *Not paused*.

5.11.6 Basic control, Text ON/OFF

What can be done?

The on-screen text boxes can be switched OFF so that an adjustment during the operation of the projector is not visible on the screen. The adjustment indication remains visible on the local LCD display.

The text on/off status is indicated by the led color in front of the text button and by the text indication right next to the button.

- red: text is off, nu boxes visible on the screen. Text indication: Text off
- green: text is on, all text boxes are visible on the screen. Text indication: Text on

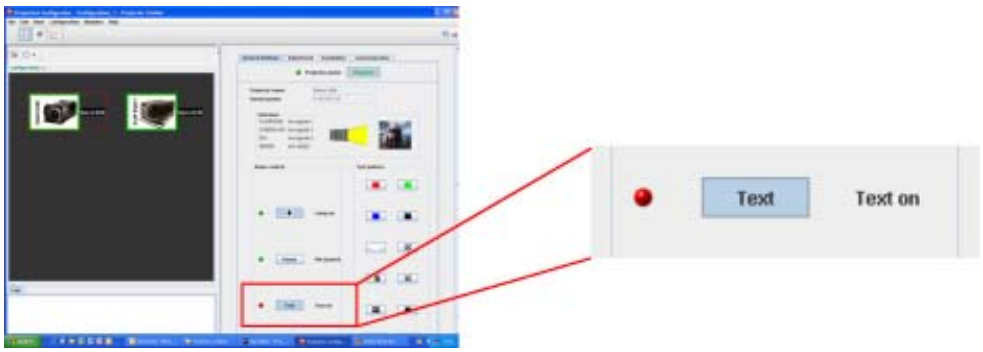

Image 5-32
Basic control, text on/off

How to toggle

1. Press **Text** button to toggle between *Text on* and *Text off*.

5.11.7 Test pattern short cuts

What can be done?

A predefined pattern can be set immediately on the projection screen and cleared again.

To set a pattern

1. Click on one of the predefined buttons. (image 5-33)

   The selected pattern is displayed by the projector when the lamp is on and the shutter is open (not paused).
   The following patterns are available:
   - Full screen red
   - Full screen green
   - Full screen blue
   - Full screen black
   - Full screen white
   - Checkerboard
   - Color bars
   - Hatch
   - Convergence
   - Outline

   For more patters, see "Test patterns, others", page 71.

2. To clear a projected pattern, click **Clear**.

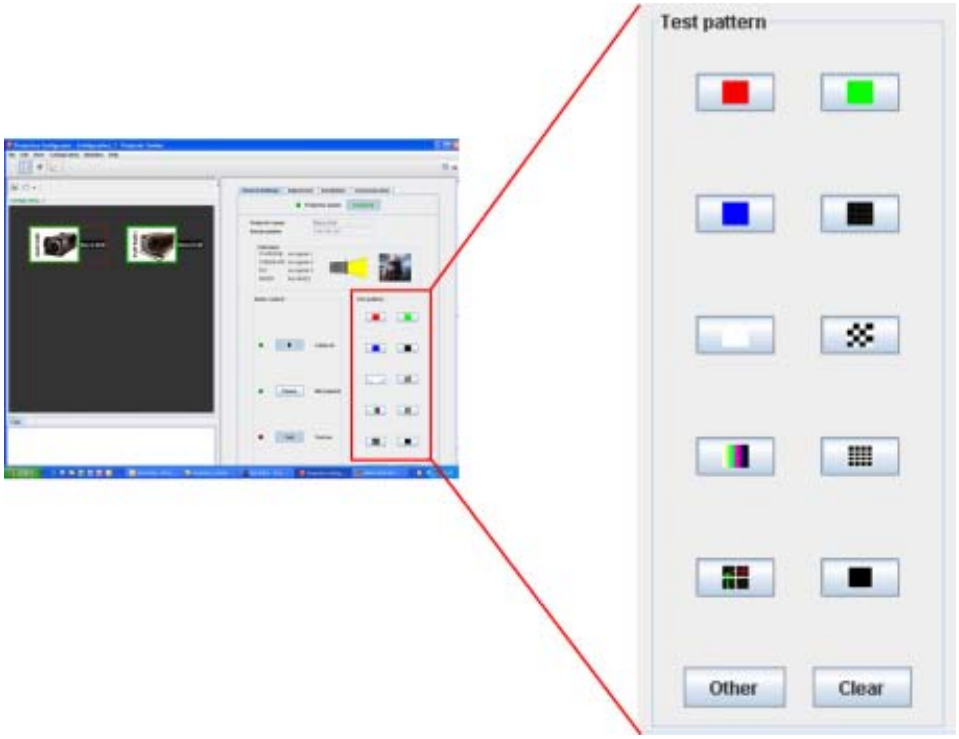

Image 5-33
Test pattern selection

5.11.8 Test patterns, others

What can be done?

Next to the short cut patterns, other internal patters for adjustment purposes can be activated.

To select a non-short cut pattern

1. Click **Others** (a). (image 5-34)

   All internal stored patterns are retrieved and displayed in *Select a file to open* dialog box. Some of those will be the same as those accessible via the short cut buttons.

2. Select a file from the list and click **Open** (b).

   The selected pattern is displayed on the projection screen

3. To clear a projected pattern, click **Clear** (c).

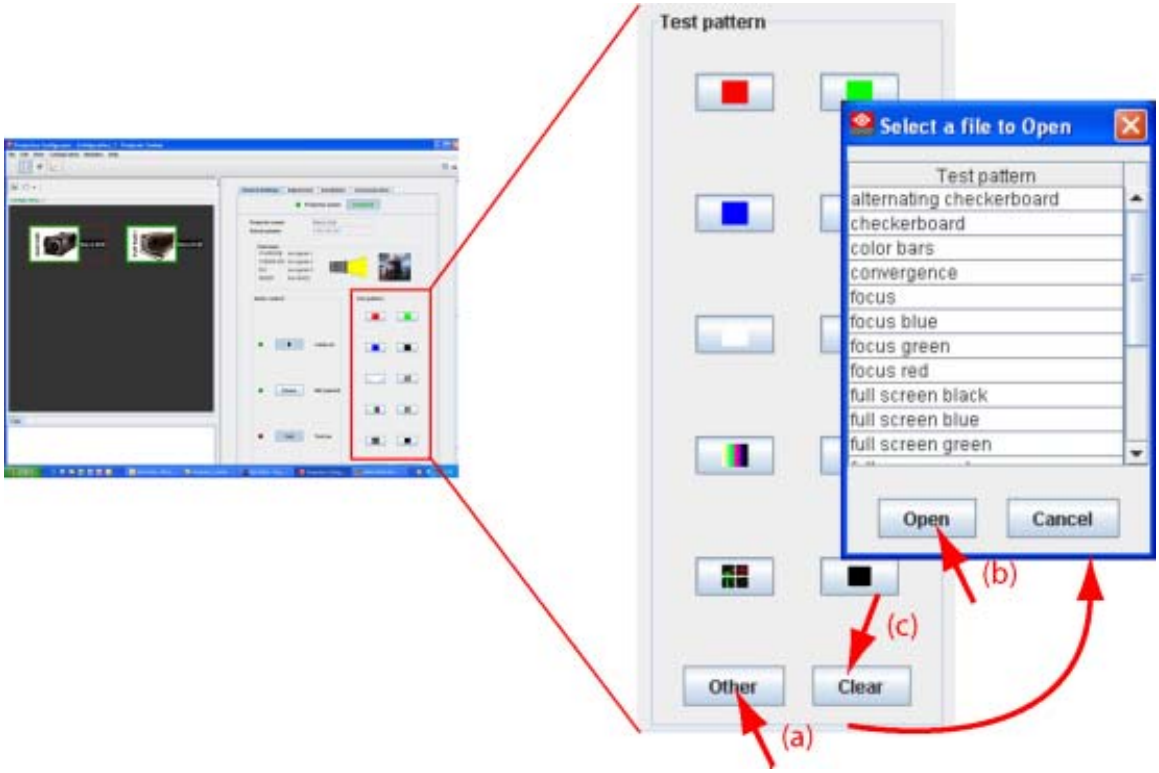

Image 5-34
Test pattern selection

5.11.9 Maintenance

Overview

- Reset electronics

5.11.9.1 Reset electronics

How to reset

1. Click on **Service actions** (a). (image 5-35)

   The *Service actions* dialog box is displayed.

2. Click on the button **Reset now** next to *Reset electronics* (b).
3. Click **Close**.

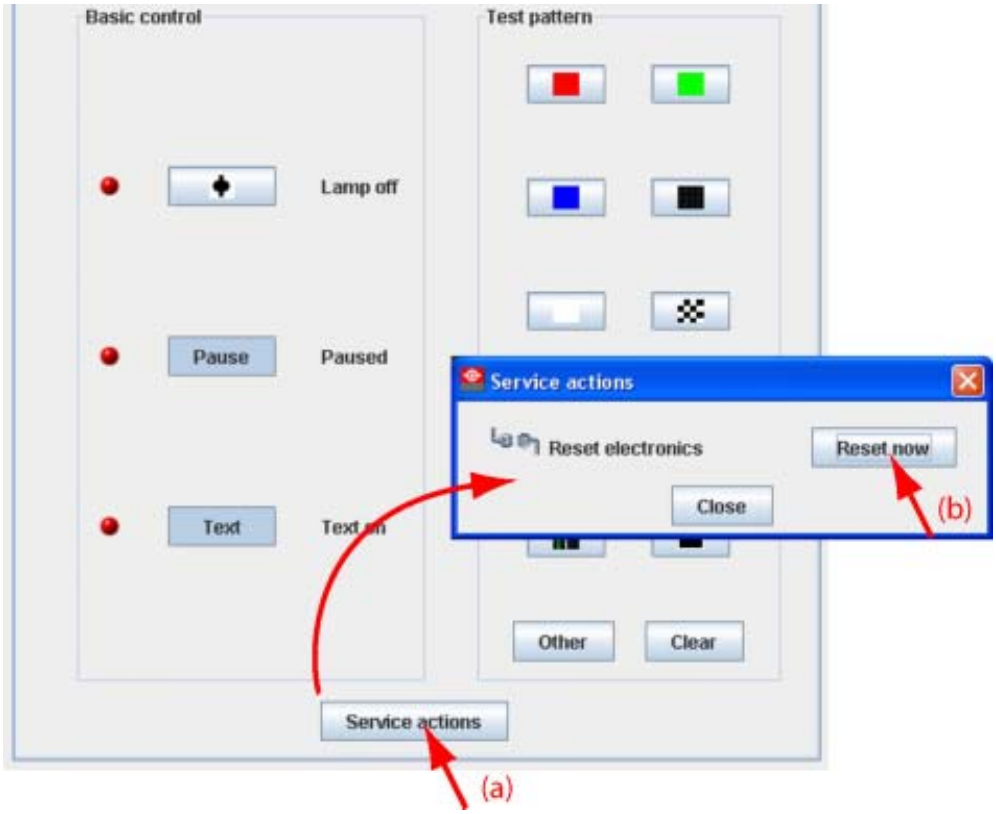

Image 5-35
Reset electronics

5.12 Projector adjustment settings

Overview

- Window selection
- Configuring an input slot
- Status input window, visible - not visible
- Input files
- Image settings
- Layout settings

5.12.1 Window selection

When a certain window is not visible in the layout pane, that means that the window is disabled.

What can be done?

The active window can be selected by clicking on a window in the window layout preview or by selecting a window button. Once the active window is selected, the source for that active window can be selected.

Window selection

1. Click on the corresponding window in the window layout preview (a1) (image 5-36)

Or,
click on the desired window (input) button in the *Selection - Window - Slot - Input* pane.

In the layout preview pane, a white square with 6 selection points is placed around the selected window.

In the *Selection - Window - Slot - Input* pane, the background of the selected window button becomes light blue.

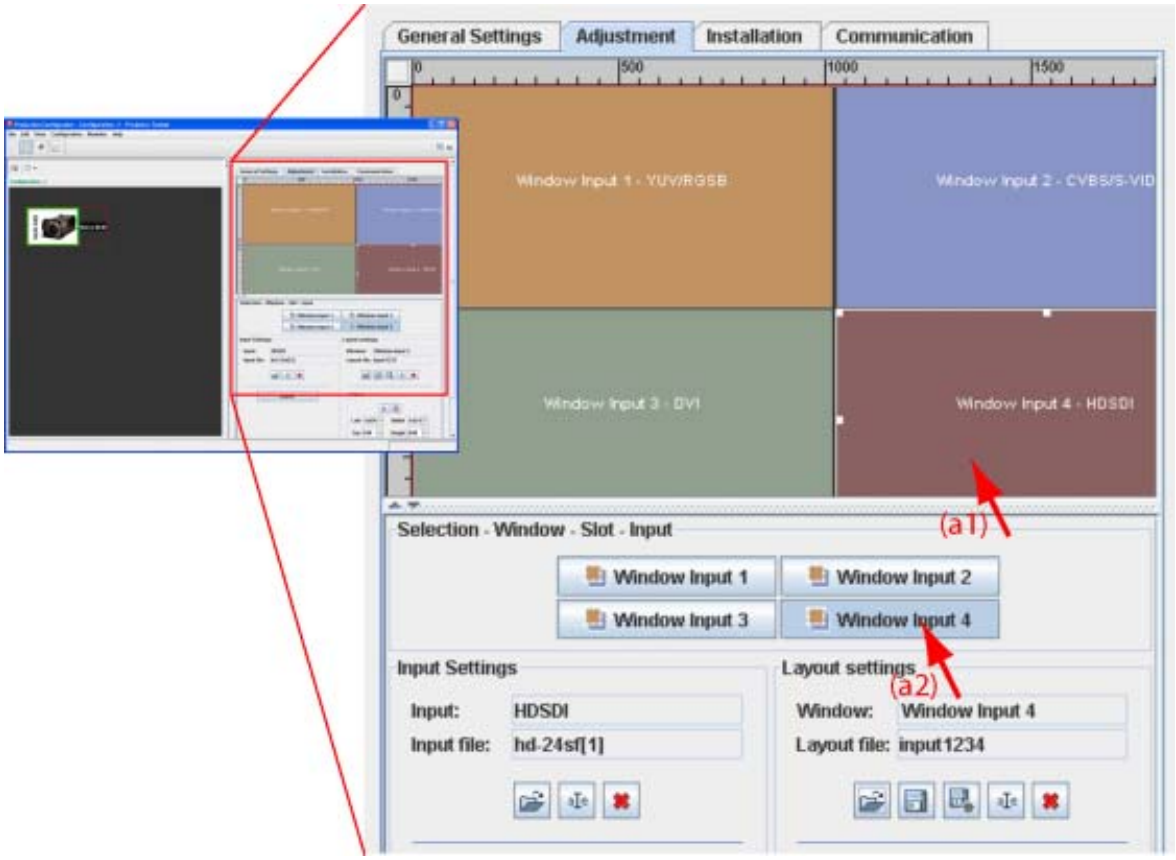

Image 5-36
Select window

5.12.2 Configuring an input slot

What should be done?

Some input modules can accept different sources. The projector must know which type of source is connected to the input.

How to configure

1. Select the window for which the input must be configured. (image 5-37)
2. Click on **Adjust**. (image 5-38)

   The *Input* dialog box opens.
3. Click on **Settings** and select *Input mode*.

   The *Input mode* dialog box opens with the current active setting filled out. If the module only has one input setting, the message: *This input only has one input mode*, is displayed.
4. Click on the combo box next to *Input mode* and select the correct setting.
5. Click **Close** to return.

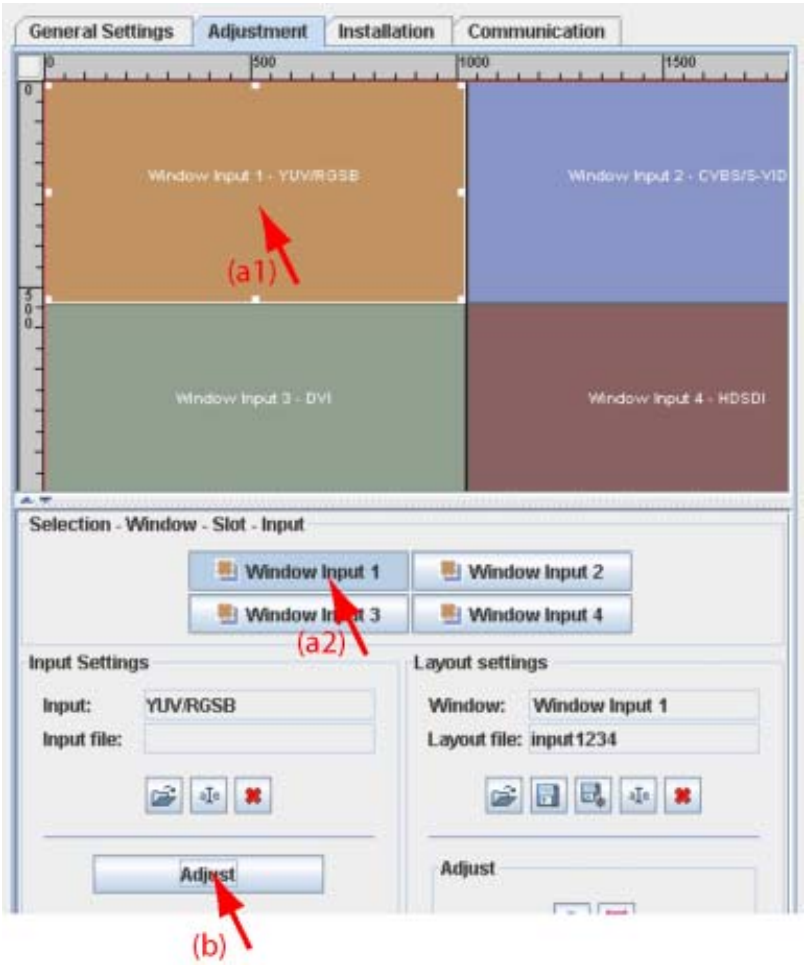

Image 5-37
Open the adjustment mode

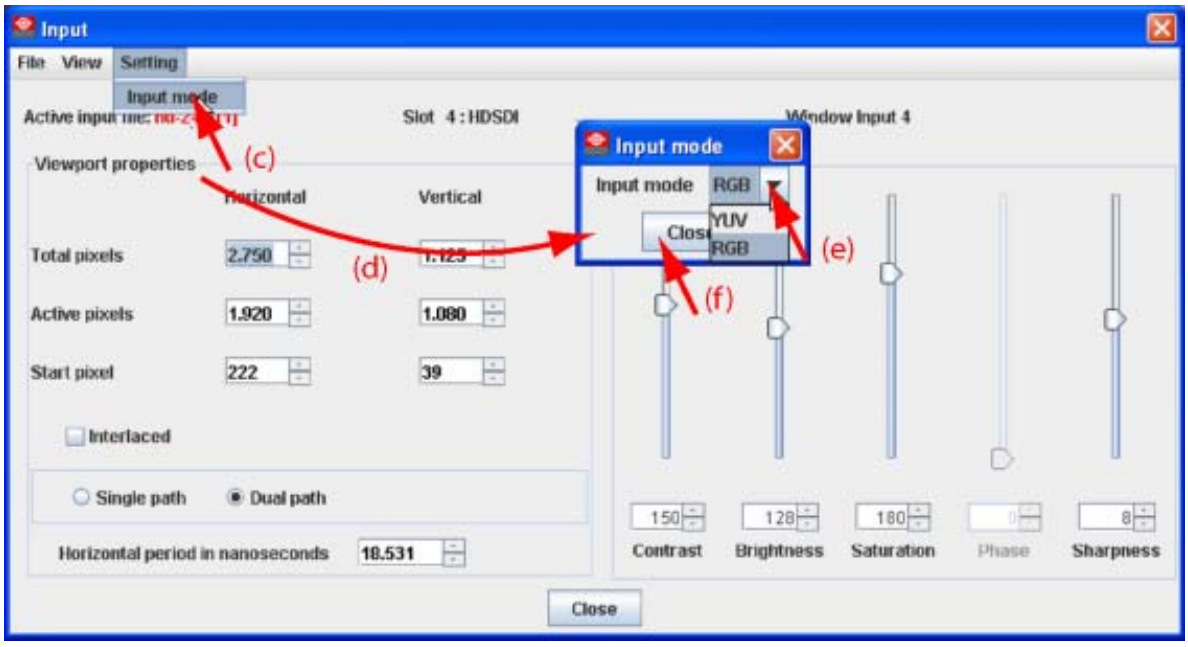

Image 5-38
Input mode selection

5.12.3 Status input window, visible - not visible

To toggle the status of a window via the properties

1. Select a window. (image 5-39)

   The border color changes to white.

2. When the selected window is visible, to make this window not visible, uncheck the check box *Visible*. When the selected window in not visible, to make this window visible, check the check box *Visible*.

   When a window is not visible, the outline of the window remains visible in the Layout preview but the background color becomes transparent.

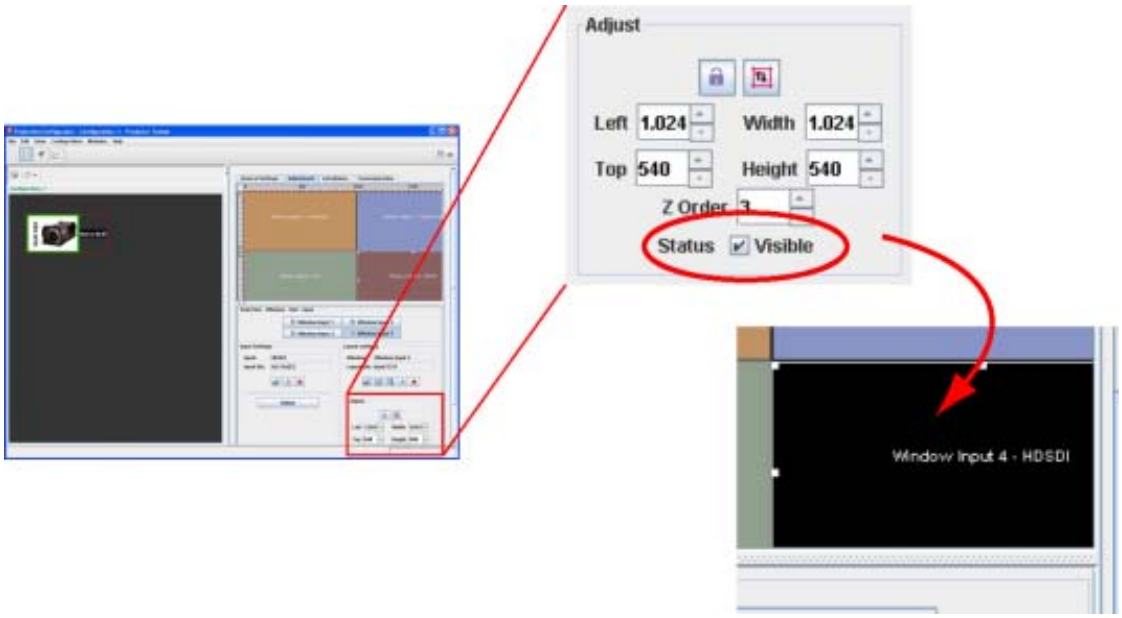

Image 5-39
Window status via properties

To toggle the status of a window via the context menu

1. Right click on the window to change the status. (image 5-40, image 5-41)

   A context menu opens.

2. Select *Visible*.

   State when opening the context menu:

State when opening the context menu:	Action:
Checked, window is visible	click to make the window not visible
Not checked, window not visible	click to make the window visible, a window texture becomes visible.

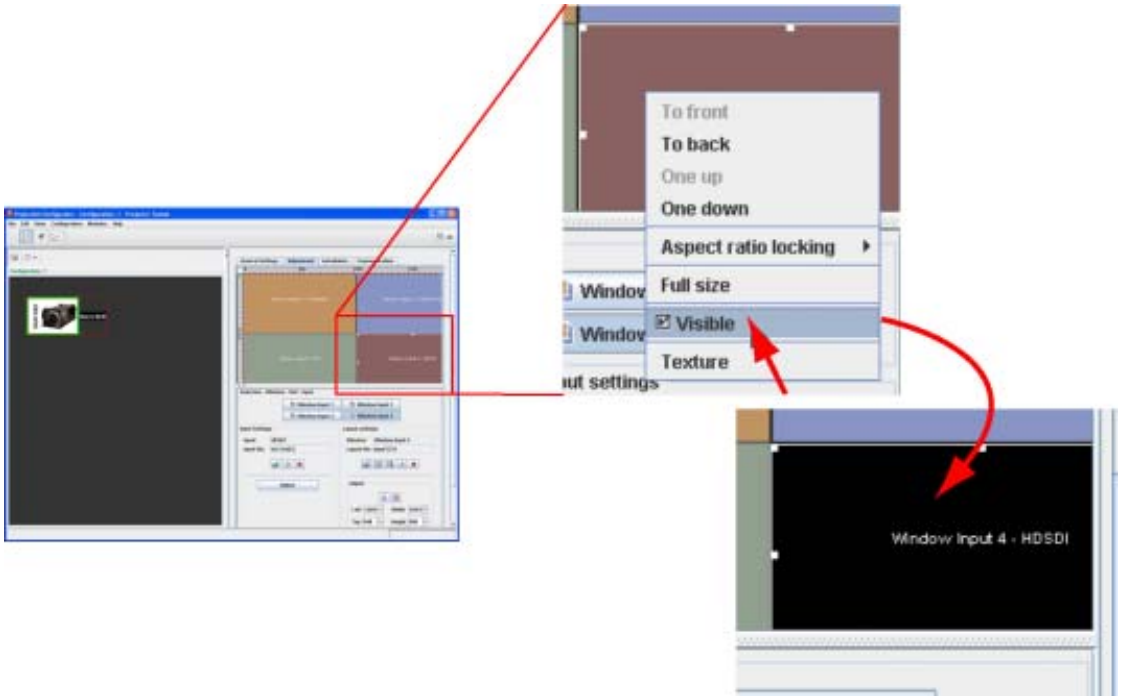

Image 5-40
Window status via context menu

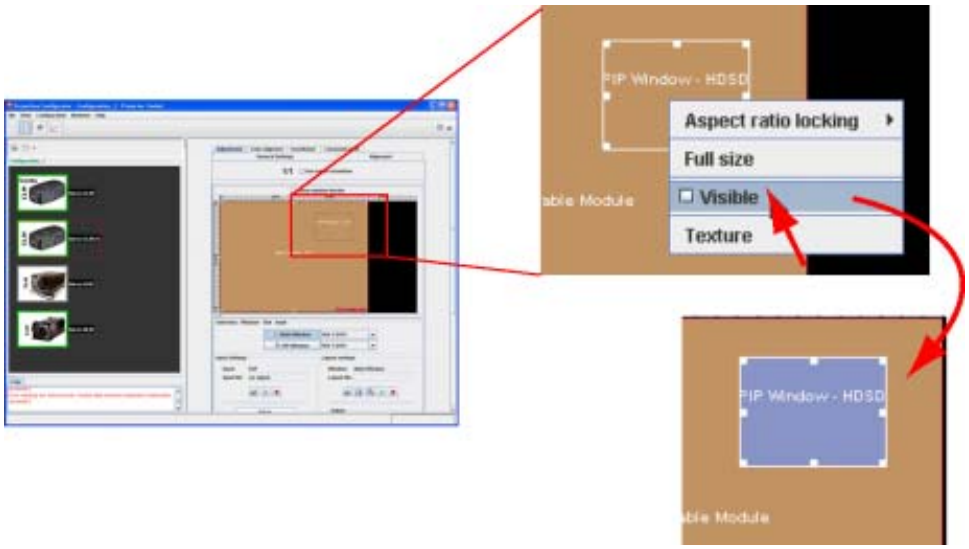

Image 5-41
PiP window status via context menu

5.12.4 Input files

Overview

- Introduction
- Loading a fitting input file
- Load a file from all files
- Edit Input settings
- Save changes on an input file
- Rename the current input file
- Deleting an input file

5.12.4.1 Introduction

About files

Before a new source can be used, a correct file has to installed. The projector's memory contains a list of files corresponding to the most used sources. When the source corresponds with one of these files, the file can be loaded and saved for future use. When there is a little difference, the file can also be loaded and then edited until the source specs are reached.

Types of source files

When opening the list of source files, you will recognize 2 types of source files:

- system source files (default available in the projector's memory)
- custom source files

The custom source files with the same name of the system source files are indicated with a index number between brackets.

5.12.4.2 Loading a fitting input file

Load via Load icon

1. Select first a window.
2. Click on Select file icon (a). (image 5-42)

   The *Select a file to Open* dialog box opens (b).

   Only the best fitting files are displayed. Files with a digit between brackets are custom source files. All others are standard source files.
3. Select a file from the list (c).
4. Click **Open** to load the selected file (d).

   When a standard file is selected or a not exactly matching custom file, Projector Toolset will ask to create a new custom file by copying the settings of the selected file into the custom file.
5. Click **OK** to continue.

   The new created custom source file is loaded and can be edited if necessary

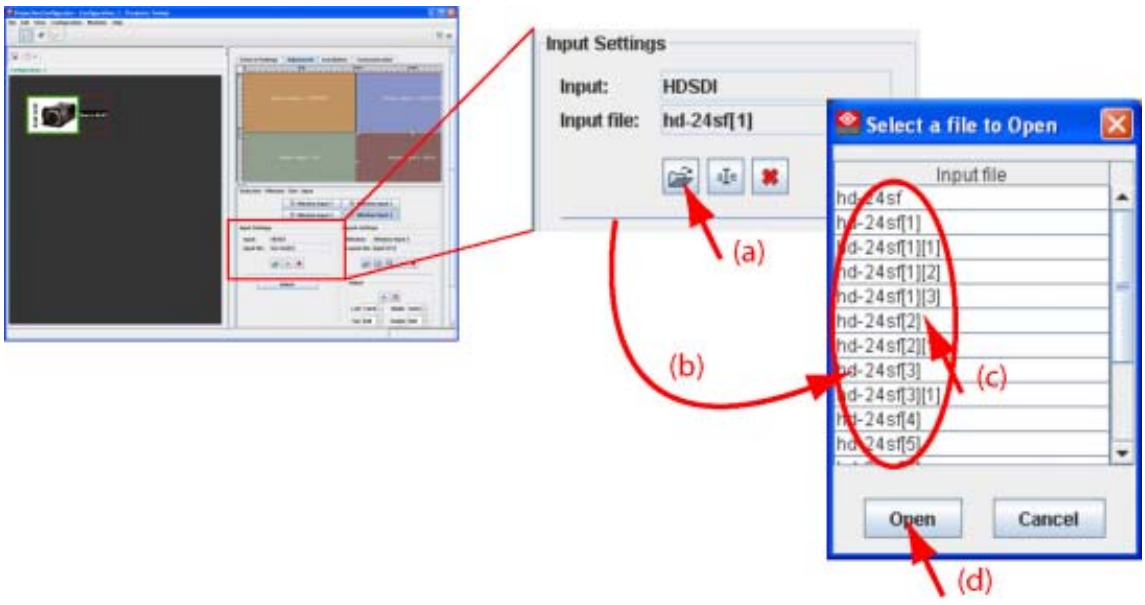

Image 5-42
Load fitting file via load icon

Load via the input window

1. Select first a window.
2. Click on **Adjust** (a). (image 5-43)

   The Input dialog box is displayed (b).
3. Click **File** and select *Load (FIT)* (c).

   A list of fitting files is displayed in *Select a file to Open* dialog box (d).
4. Select a file from the list (e).
5. Click **Open** to load the selected file (f).

   When a standard file is selected or a not exactly matching custom source file, Projector Toolset will ask to create a new custom file by copying the settings of the selected file into the custom file.
6. Click **OK** to create a new custom source file. If **Cancel** is pressed the previous selected file is loaded again.

   The new created file can be edited.

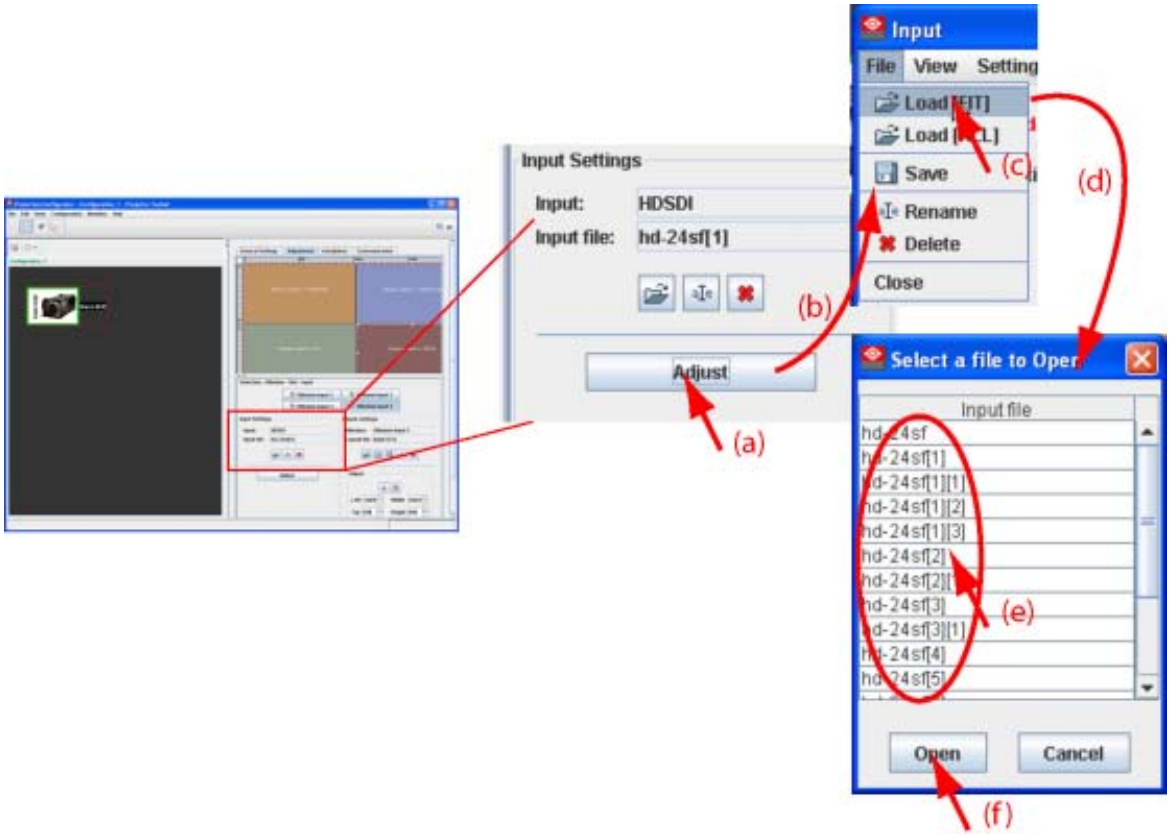

Image 5-43
Load fitting file

5.12.4.3 Load a file from all files

What is possible?

A file can be loaded from the complete list of all files.

How to load

1. Select first a window.
2. Click on **Adjust** (a). (image 5-44)

The *Input* dialog box is displayed (b).

3. Click **File** and select *Load (ALL)* (c).

   A list of all files is displayed in *Select a file to Open* dialog box (d).

4. Click on the desired file in the list (e) and click **Open** (f).

   When a standard file is selected or a not matching custom file, Projector Toolset will ask to create a new custom source file by copying the settings of the selected file into the custom file.

5. Click **OK** to create a new custom source file. If **Cancel** is pressed the previous selected file is loaded again.

   The new created file can be edited.

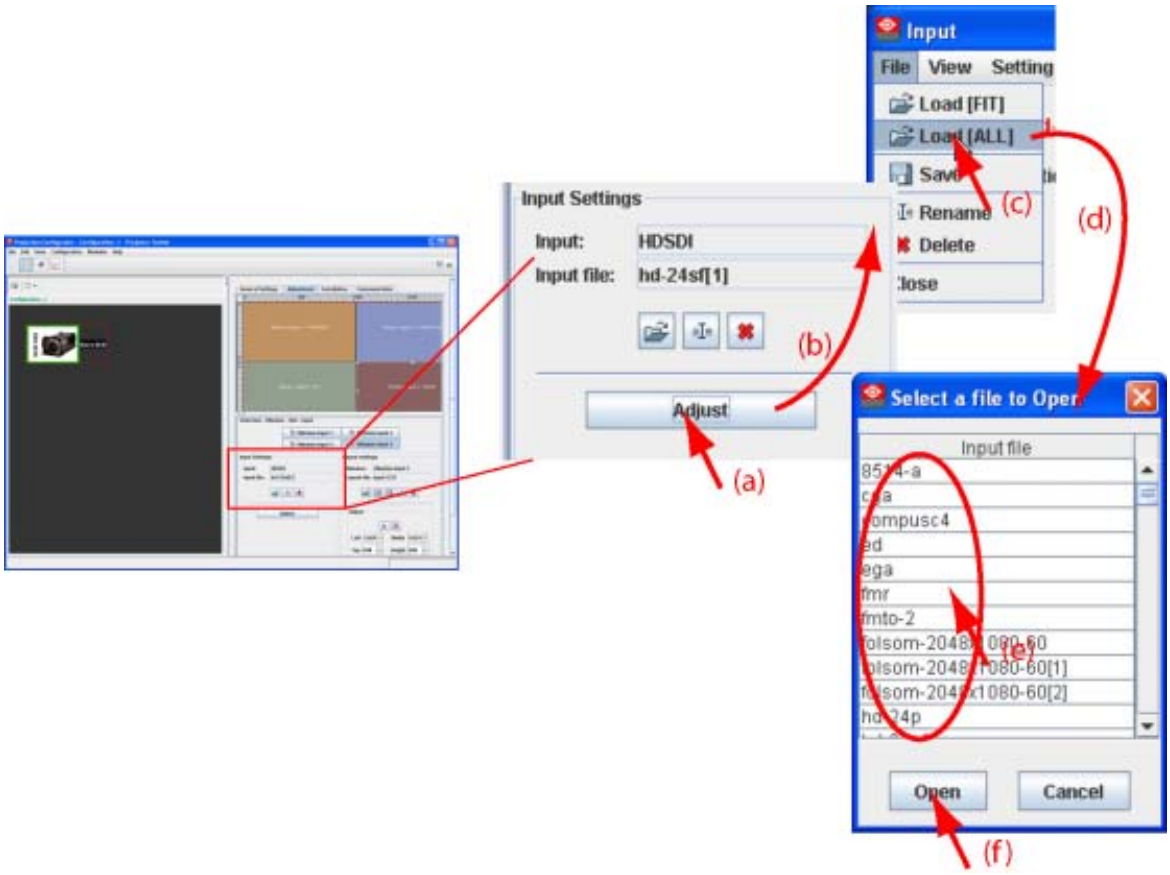

Image 5-44
Load file from all files

5.12.4.4 Edit Input settings

Adjustable items

- *Total horizontal pixels*: total horizontal pixels in the source. If the value is wrong, sampling mistakes (small vertical bars in the projected image) will be seen in the image.
- *Active horizontal pixels*: determine the width of the window on the screen. This value is normally given in the source specifications. If not, adjust until full image height is displayed (no missing lines).
- *Horizontal start in pixels*: number of pixels between the beginning of the input signal and the start of the video information in the signal.
- *Total vertical pixels*: total vertical pixels in the source.
- *Active vertical pixels*: number of vertical pixels determining the height of the projected image. This value is normally given in the specifications of the source. If not, adjust until full image height is displayed (no missing lines)
- *Vertical start in pixels*: number of pixels between the start of the input signal and start of the image on the screen.
- *Horizontal period* in nanoseconds.

How to edit

1. Select first a window.
2. Click on **Adjust**. (image 5-45)

   The *Input* dialog box is displayed. The current used input file is indicated next to *Active input file*.
3. Click in the text box of the spin box of the desired item and enter the desired value with the keyboard
   Or,
   click on the up down control until the desired value is reached.
4. When the source is interlaced, check the check box in front of interlaced.
5. Select Single or dual path.

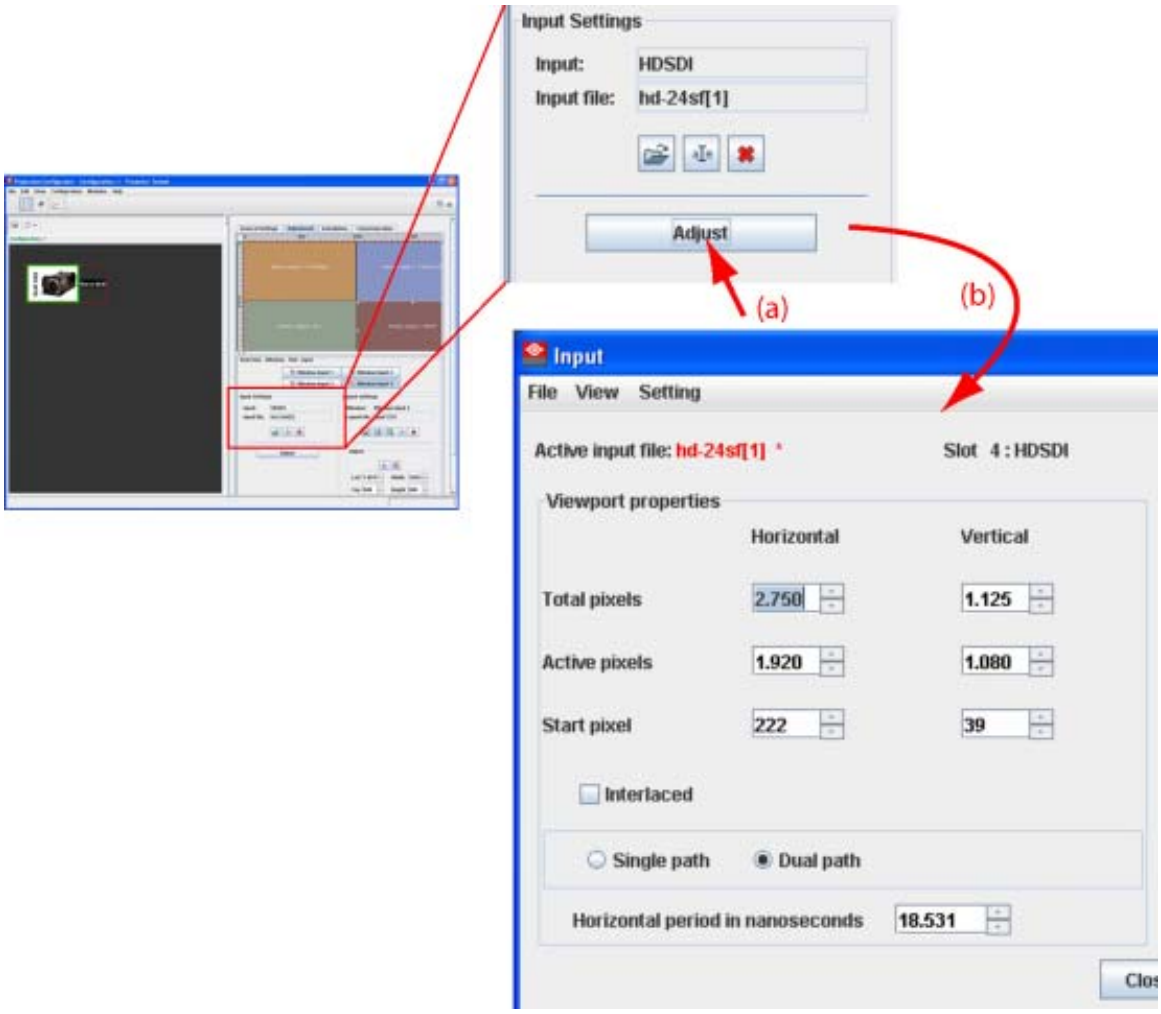

Image 5-45
Adjust timings source file

Once a value or a setting is changed the file name next to *Active input file* gets an asterisk to indicate that the file is not saved yet.

When closing the *Input* dialog box, Projector Toolset asks to save the changes.

5.12.4.5 Save changes on an input file

What can be done?

Once a loaded file is changed, the settings can be save in the same file.

When changes are made in the *Input* dialog box and when closing this box without first saving, the software asks to save the settings anyway.

The save is executed on the projector.

For direct save

1. Click **Adjust**. (image 5-46)

   The *Input* dialog box is displayed.

2. Click on **File** and select *Save*.

   The settings are saved in the same file on the projector.

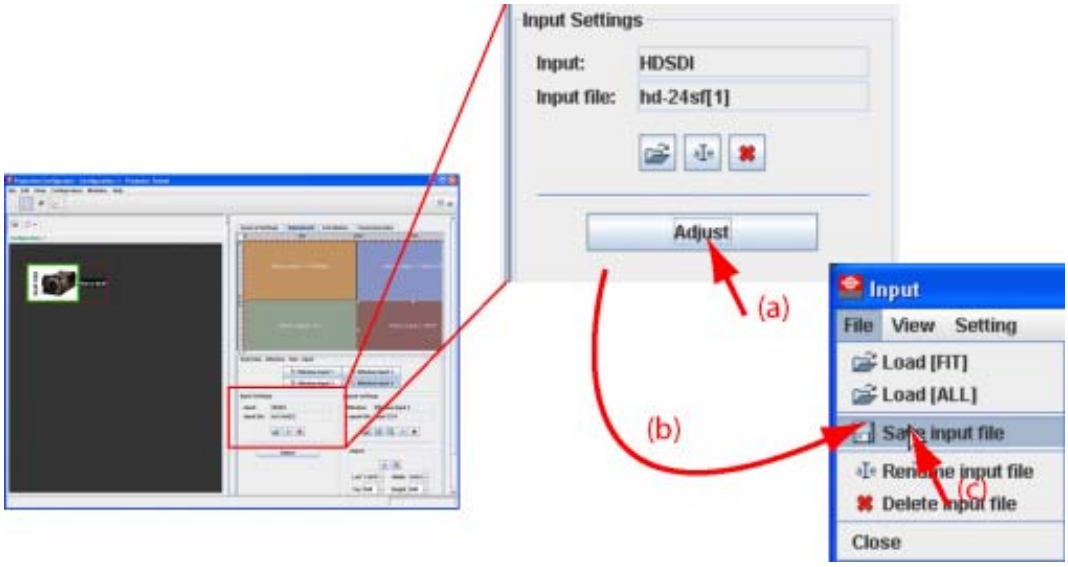

Image 5-46
Save custom source file

When closing the *Input* dialog box, Projector Toolset asks to save the changes.

5.12.4.6 Rename the current input file

What can be done?

The current input file can be rename.

Not possible to rename the active file (current loaded file).

How to rename, way 1

1. Click on the rename icon on the Input settings pane (a). (image 5-47)

   The *Select a file to rename* dialog box opens (b).

2. Select the file to rename from the list (c) and click **Rename** (d).

   An *Input* dialog box opens (e). The current name is filled out.

3. Select the current name (f) and enter a new name.
   Note: *Only the characters a to z, A to Z, 1 to 9 and (,), _, -, @ or allowed in a name.*

4. Click **OK** (g).

   The name is changed into the new name.

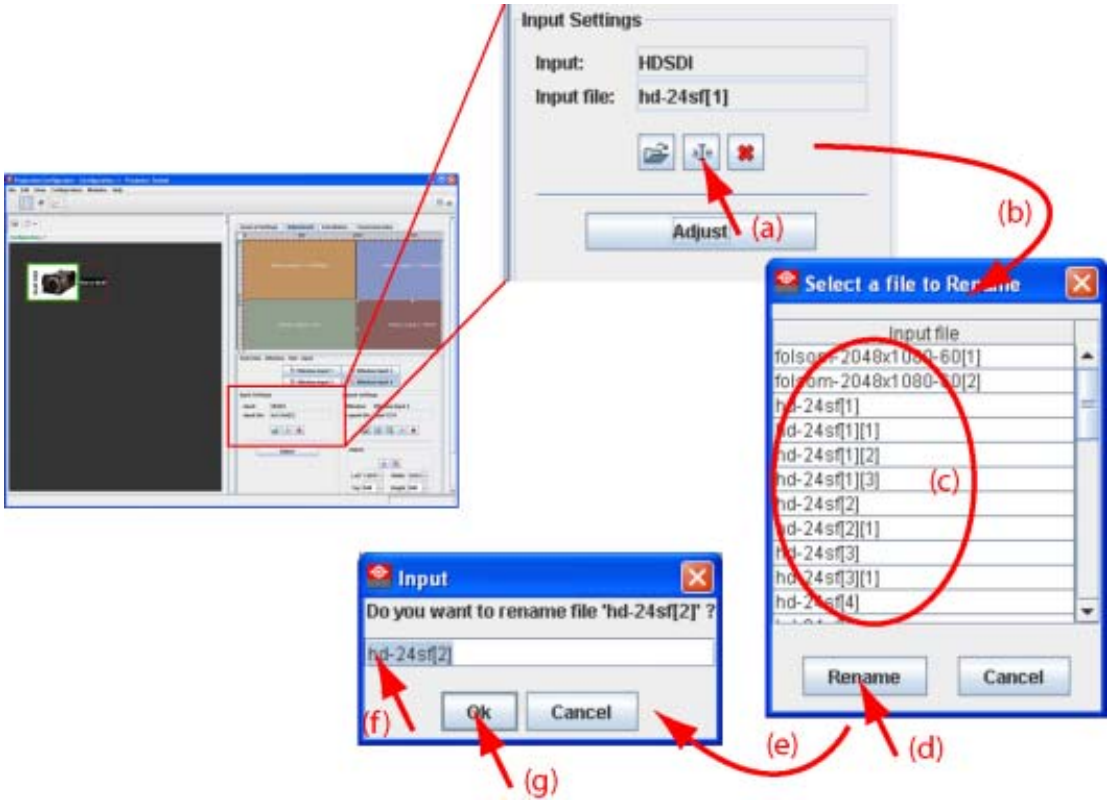

Image 5-47
Rename source file via icon

How to rename, way 2

1. Click on **Adjust** (a). (image 5-48)

   The *Input* dialog box opens (b).

2. Click on **File** and select *Rename* (c).

   The *Select a file to rename* dialog box opens (d).

3. Select the file to rename from the list (e) and click **Rename** (f).

   An *Input* dialog box opens. The current name is filled out (g).

4. Select the current name (h) and enter a new name.
   Note: *Only the characters a to z, A to Z, 1 to 9 and (,), _, -, @ or allowed in a name.*

5. Click **OK** (i).

   The name is changed into the new name.

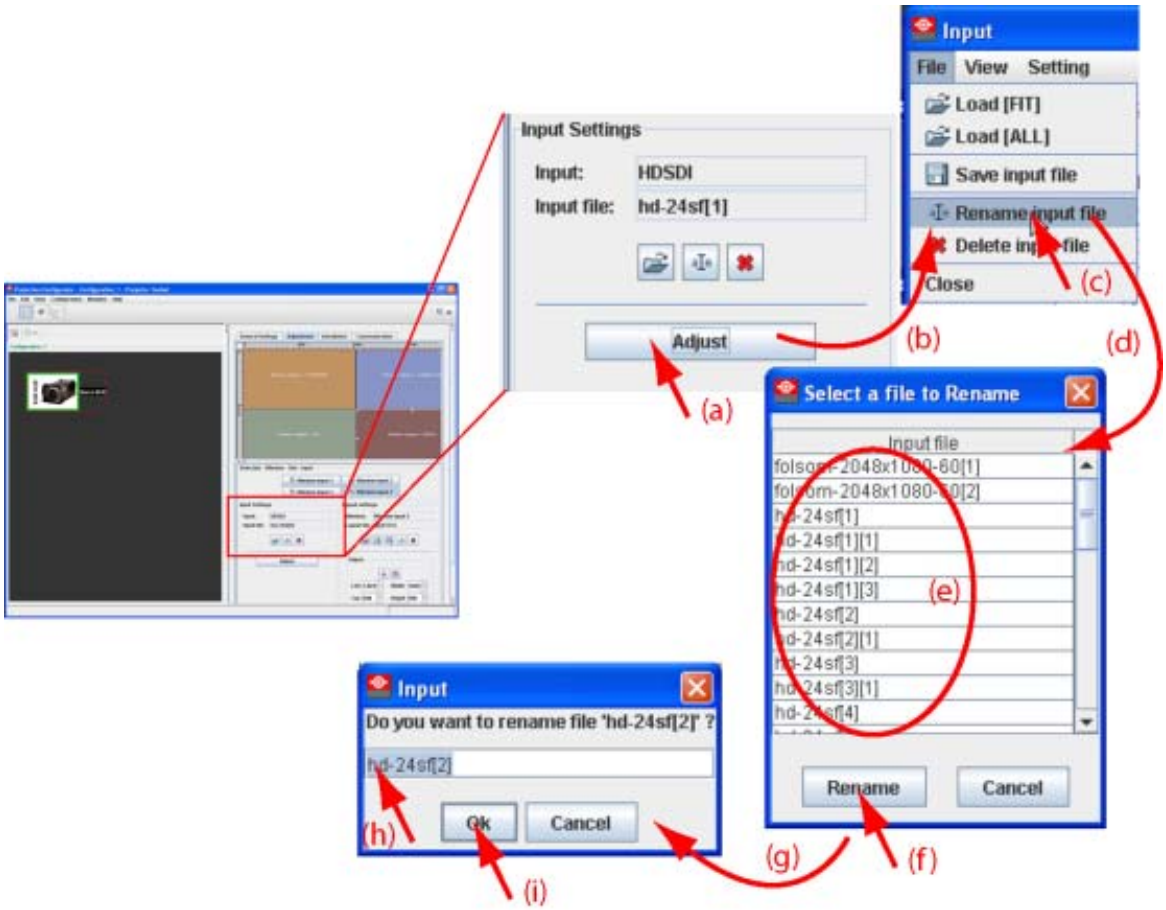

Image 5-48
Rename via input settings

5.12.4.7 Deleting an input file

What is possible?

Any custom input file can be delete. It is not possible to delete standard files.

Not possible to delete the active file (current loaded file).

How to delete, way 1

1. Click on the delete icon on the *Input settings* pane (a). (image 5-49)

   The *Select a file to delete* dialog box opens (b).

2. Select the file to delete from the list (c) and click **Delete** (d).

   A *Question* dialog box opens to ask if you are sure to delete the selected file (e).

3. Click **Yes** (f).

   The selected file is deleted.

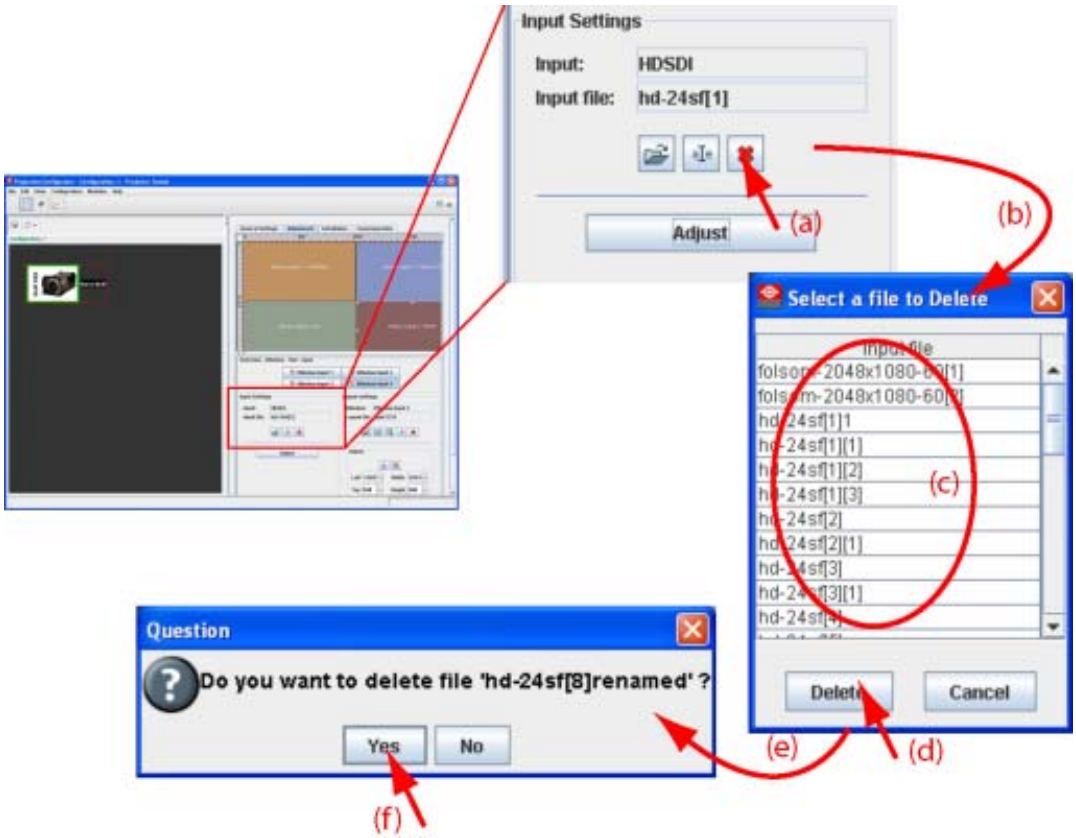

Image 5-49
Delete custom file via icon

How to delete, way 2

1. Click on **Adjust**. (image 5-50)

   The *Input* dialog box opens.

2. Click on **File** and select *Delete*.

   The *Select a file to delete* dialog box opens.

3. Select the file to delete from the list and click **Delete**.

   A *Question* dialog box opens to ask if you are sure to delete the selected file.

4. Click **Yes**.

   The selected file is deleted.

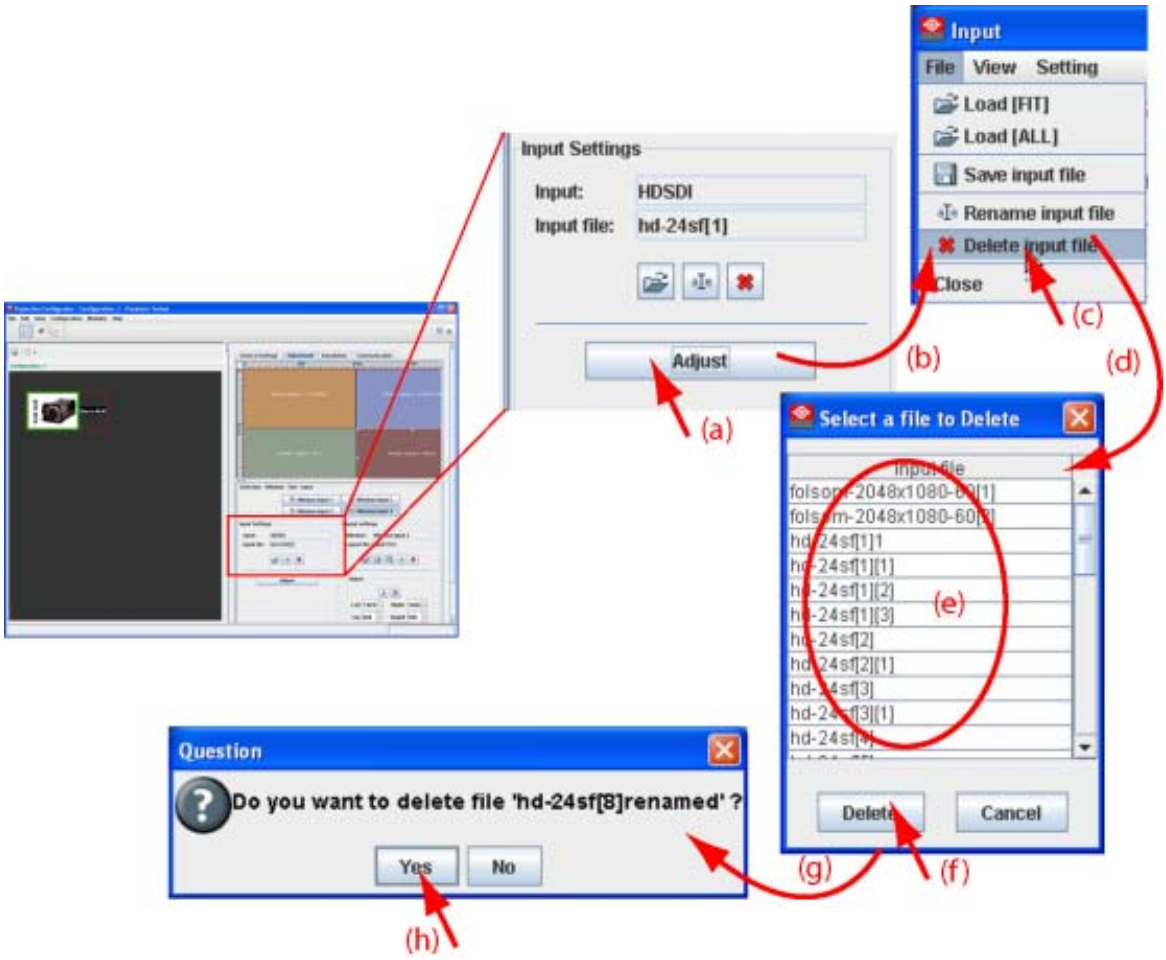

Image 5-50
Delete custom file via input settings

5.12.5 Image settings

Overview

The following image settings can be adjusted depending on the source type:

- Contrast
- Brightness
- Saturation
- Phase
- Sharpness
- Noise reduction
- Gamma

When a setting is not adjustable, this setting is grayed out.

Image settings are done for the current active window only and must be repeated for other windows.

Access to the Image properties

1. Select a window (input). (image 5-51)
2. Click on **Adjust** (a).

The *Input* dialog box opens (b).

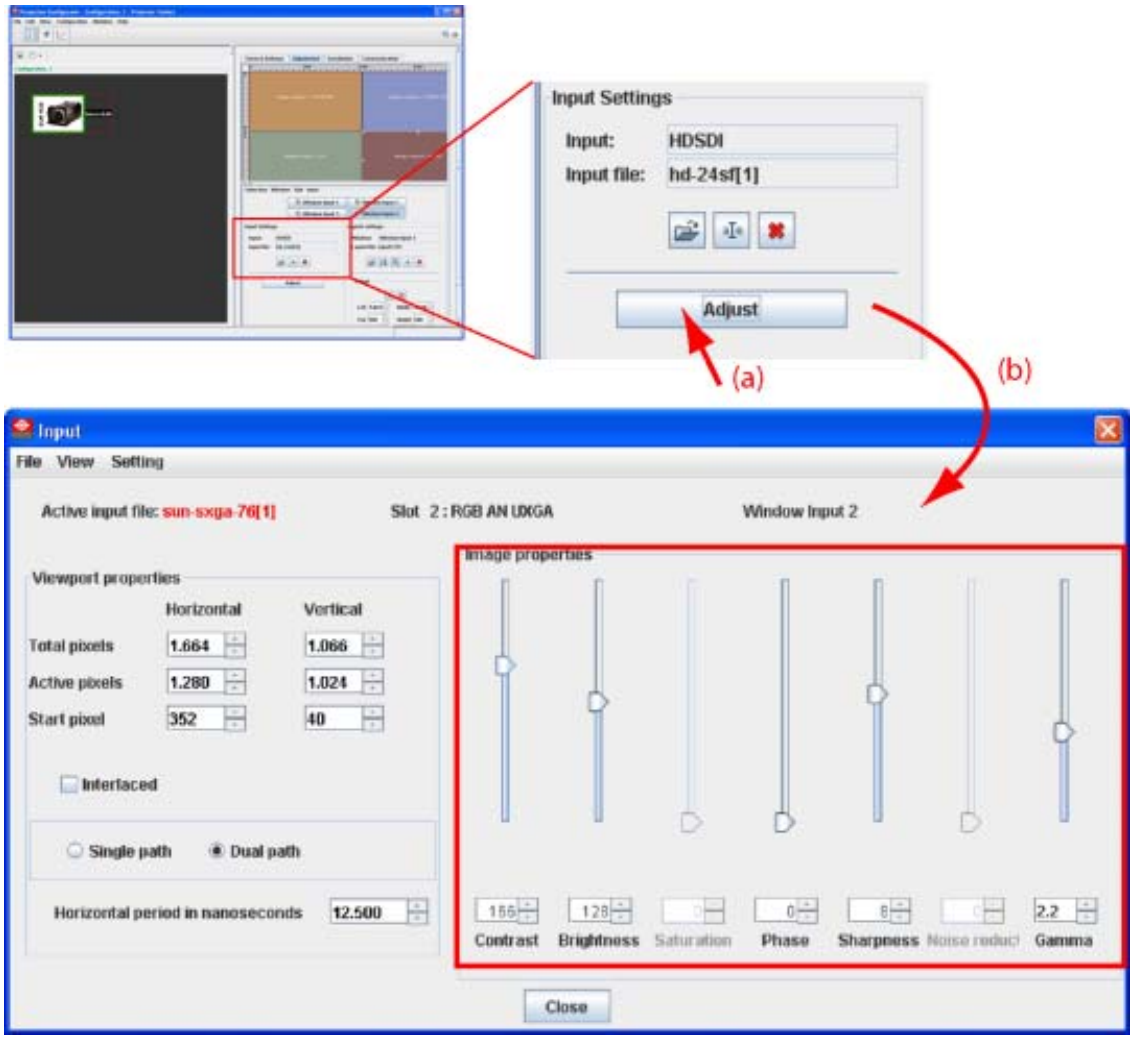

Image 5-51
Input settings adjustment

Adjusting via dragging

1. Click on the slider bar of a specific adjustment and hold down the mouse button.
2. Move the slider up or down until the desired value for that specific adjustment is reached.

   The value below the adjustment will change accordingly.

Adjusting via the up down controls

1. Click on the up down control of the spin box of a specific adjustment until the desired value is reached.

   The value in the input field change accordingly.

Adjusting via the input field

1. Click inside the input field of the spin box of a specific adjustment.
2. Select the actual value and enter a new value with the keyboard.

Gamma can be adjusted in 8 steps.

When closing the *Input* dialog box, Projector Toolset asks to save the new settings.

5.12.6 Layout settings

Overview

- General introduction
- Load a layout
- Re-size a layout window
- Move a layout window
- Z-order
- Lock a input window
- Set input window to full size
- Save a layout
- Layout Save as
- Rename a layout
- Delete a layout
- Edit window texture

5.12.6.1 General introduction

Overview

With the XLM projector it is possible to connect up to four sources which can be mixed to one image. Each source is displayed in a separate window on which Z-order can be applied. The window size, timings and other settings can be set up for each source independently.

The result image is internally connected to the projector.

Window

A window represents the active area of an input source.

Layout

A layout is a collection of windows. These windows are placed on a certain position within the screen.

5.12.6.2 Load a layout

What can be done?

Layouts are stored it the projector's memory and those can be loaded as the current active layout.

How to load

1. Click on the Open icon in the *Layout Settings* pane (a). (image 5-52)

   The *Select a file to open* dialog box opens (b).

2. Select the desired layout from the list (c).
3. Click **Open** (d).

The selected layout is loaded.

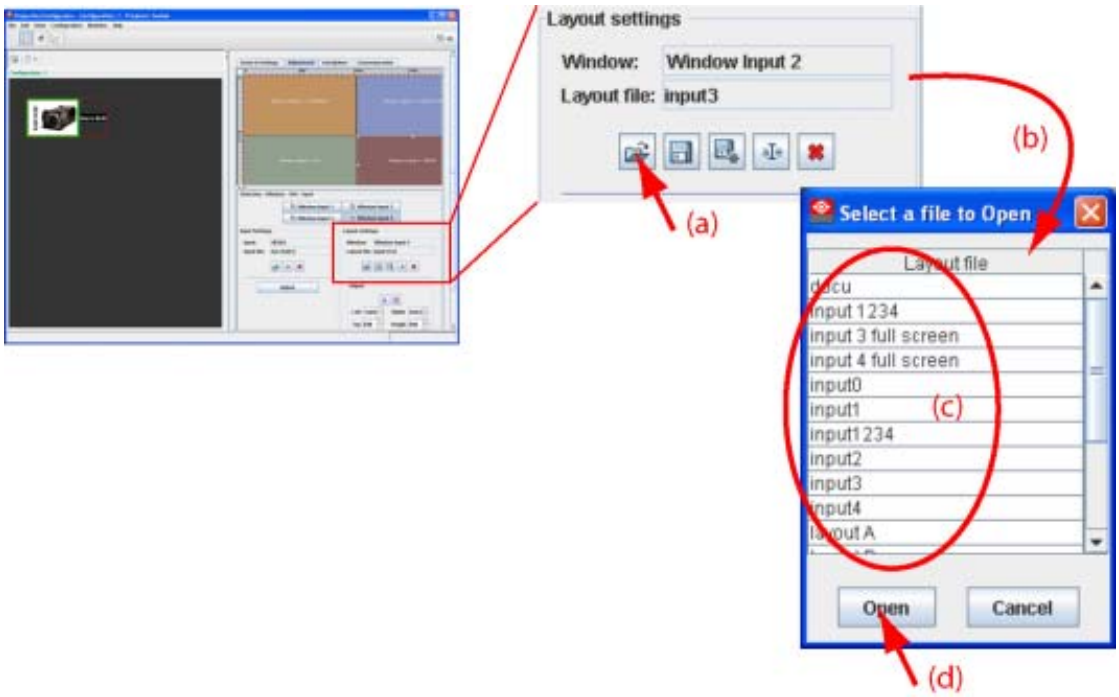

Image 5-52
Load layout

5.12.6.3 Re-size a layout window

Re-sizing will respect the chosen aspect ratio of the input ! Re-sizing in any direction is only possible when the aspect ratio is unlocked.

Re-size via drag and drop

1. Select the window you want to re-size. (image 5-53)

   The window border becomes white and 6 re-size points are added. The cursor becomes a 4 arrow cursor.

2. Move the cursor to one of the re-size points.

   The cursor becomes a 2 arrow cursor.

3. Click and drag the selected point to the desired position.

   When a corner point is selected, re-sizing in horizontal and vertical direction is possible.

   When a center side point is selected, only re-sizing in horizontal or vertical direction is possible.

   While re-sizing, the coordinates of the selected window are updated automatically.

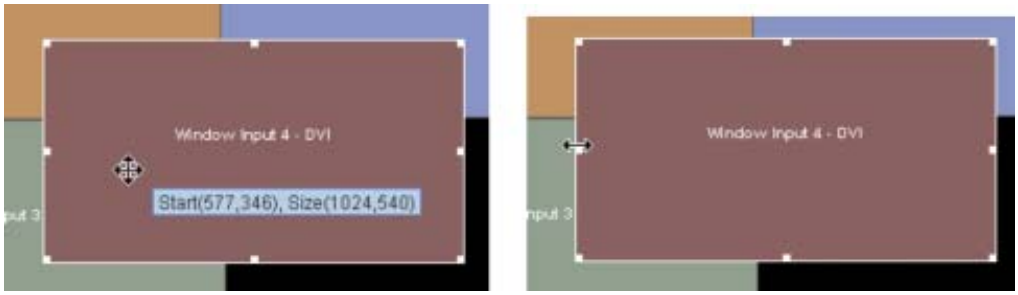

Image 5-53
Re-size via drag and drop

Re-size via width and height

1. Select the window you want to re-size. (image 5-54)

   The coordinates are displayed.

2. Click on the up down control of the spin box of the *Width* and *Height* until the desired value is reached
   Or,
   click in the input field of the spin box of *Width* and *Height* and enter the desired value.
   Note: *The upper left corner is fixed during re-sizing.*

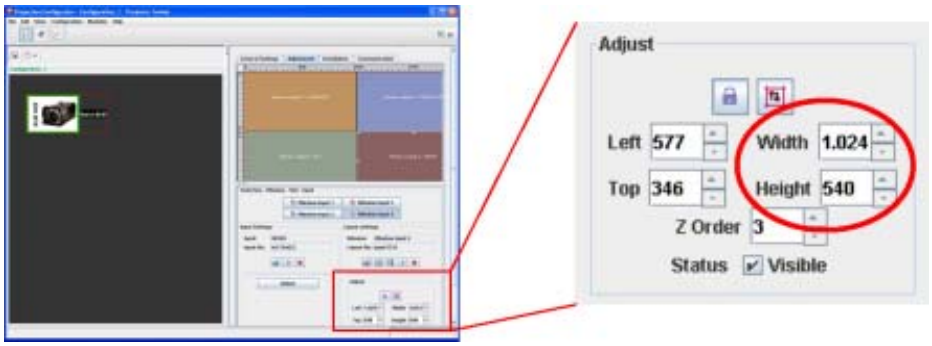

Image 5-54
Re-size via coordinates

5.12.6.4 Move a layout window

Move via drag and drop

1. Select the window you want to move. (image 5-55)

   The window border becomes white. The cursor becomes a 4 arrow cursor.

2. Click somewhere inside the window and hold down the button to grab the window.
3. Move the window to the desired position. The *Top Left* values will change accordingly.

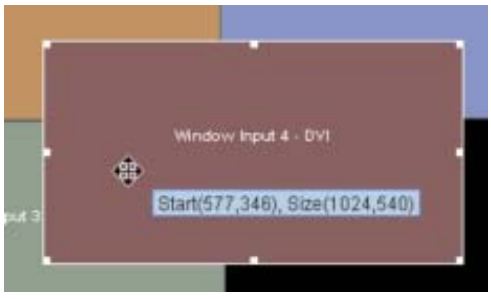

Image 5-55
Move a window

Move via the coordinates

1. Select the window you want to move. (image 5-56)
2. Change the *Top* and *Left* value indicating the current start position of the window. Click on the up down control of the spin box until the desired value is reached
   Or,
   click inside the input field of the spin box and enter the desired value with the keyboard.

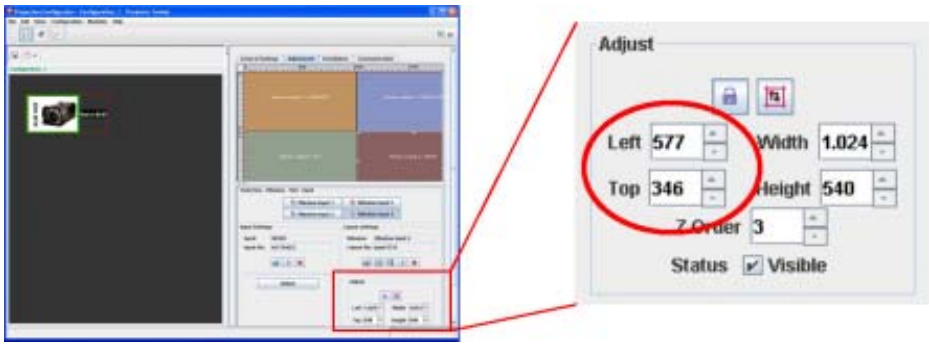

Image 5-56
Move window via coordinates

5.12.6.5 Z-order

Z-order

The layer sequence in which windows will be displayed in relation to one another.

About Z-order

A Z-ordering number for a window defines which windows it overlaps and which windows overlap this one. The specific value for the z-ordering is not important. More important is the relation between the Z-values of two different windows. The higher the value, the more windows it can overlap. So, if on a display there is no window overlapping another one, the z-ordering is not important. But when moving or re-sizing one of these windows, the z-ordering becomes important as some windows will overlap each other.

Image 5-57
Z-order adjustment

Via the value settings (absolute)

1. Select the window for which the Z-order number has to be changed. (image 5-58)
2. Click on the up down control of the spin box next to *Z-order* until the desired value is reached
   Or,
   click in the input field of the spin box and enter the desired value with the keyboard.

Image 5-58
Absolute Z-ordering setting

Via the preview window (relative)

1. Right click on the window. (image 5-59)

   A context menu appears.

2. Select from the four choices the order of the layering to be applied.
   Note: *When a selection is not possible, it will be grayed out.*

One up	moves the selected source one layer up
One down	moves the selected source one layer down
To front	moves the selected source to the top of the layers
To back	moves the selected source to the bottom of the layers

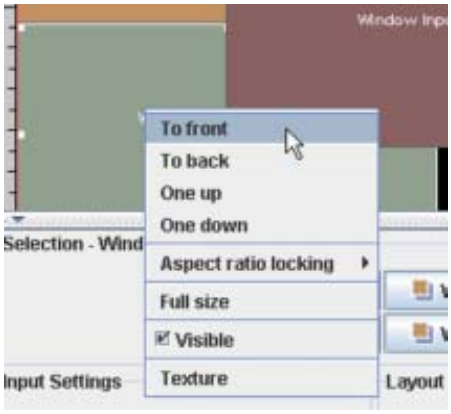

Image 5-59
Relative Z-ordering

5.12.6.6 Lock a input window

Why ?

A window (input) can be locked so that no changes can be made to dimensions and the relative position in the display.

How to lock

1. Select the window to lock. (image 5-60)
2. Click on the padlock button in the *Layout settings* pane.

   The button gets a background to indicate its pressed state. The Top, Left, Width and Height spin boxes are grayed out.

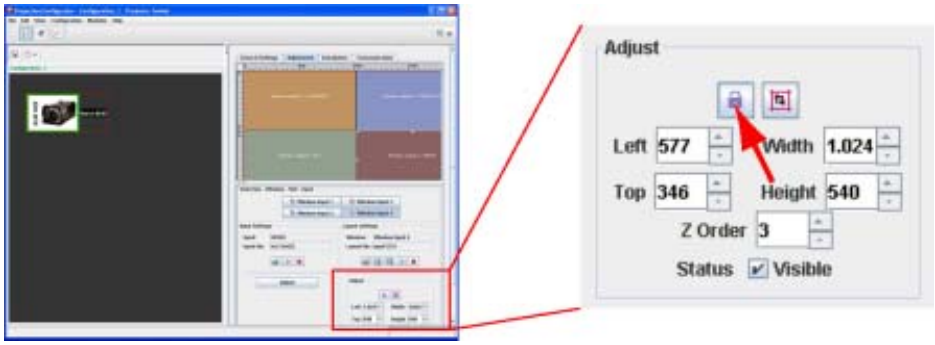

Image 5-60
Lock input window

5.12.6.7 Set input window to full size

Aspect ratio will be unlocked.

Via the context menu

1. Right click on the window. (image 5-61)

   A context menu appears.
2. Select **Full size**.

   The selected window jumps to full size independent its aspect ratio setting.

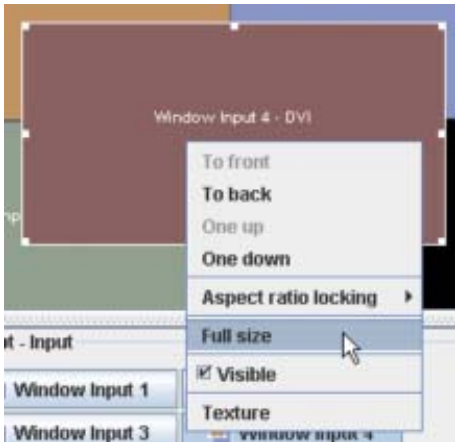

Image 5-61
Set input window full size

Via the layout settings

1. Select the window to re-size. (image 5-62)
2. Click on the full size icon.

   The selected window jumps to full size independent its aspect ratio setting.

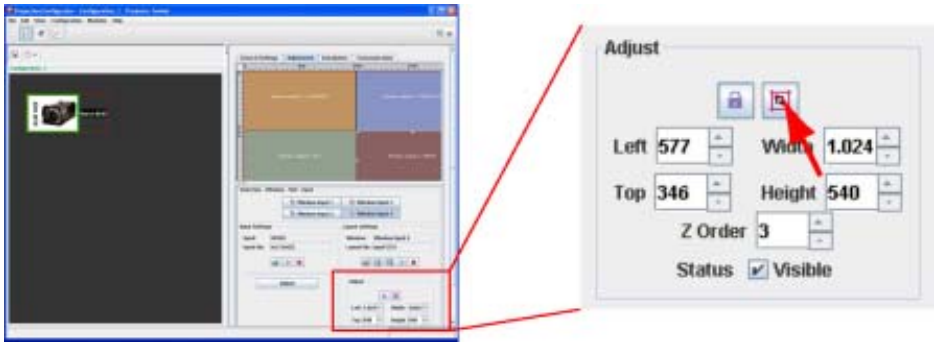

Image 5-62
Set input window full size

5.12.6.8 Save a layout

The save is executed on the projector.

When changes are made on a system file, a 'save as' must be executed instead of a save. System files cannot be overwritten.

How to save

1. Click on the save icon on the *Layout settings* pane (image 5-63)

   The current layout is saved

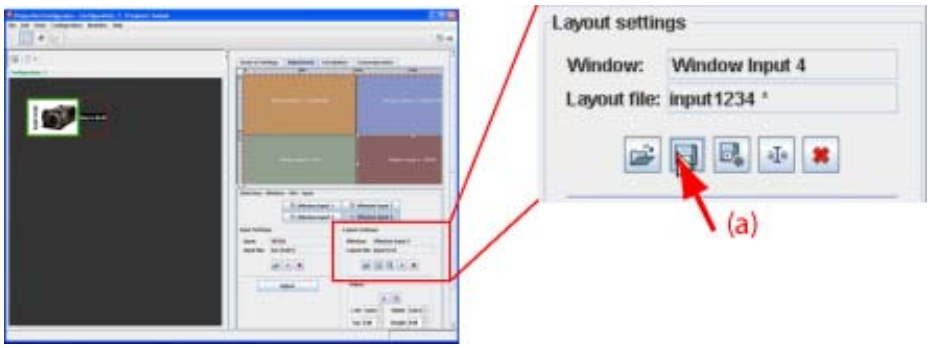

Image 5-63
Save layout

5.12.6.9 Layout Save as

A 'save as' is executed on the projector.

How to 'save as'

1. Click on the 'save as' icon on the *Layout settings* pane. (image 5-64)

   The *Select a file to Save as* dialog box opens.

2. If you want to save on an existing file name, select a file from the list.

If you want to save on a new name, click in the input field next to Save as and enter a new name.
Note: *Only the characters a to z, A to Z, 1 to 9 and (,), _, -, @ or allowed in a name.*

3. Click on **Save as**.

   The layout settings are saved on the new location.

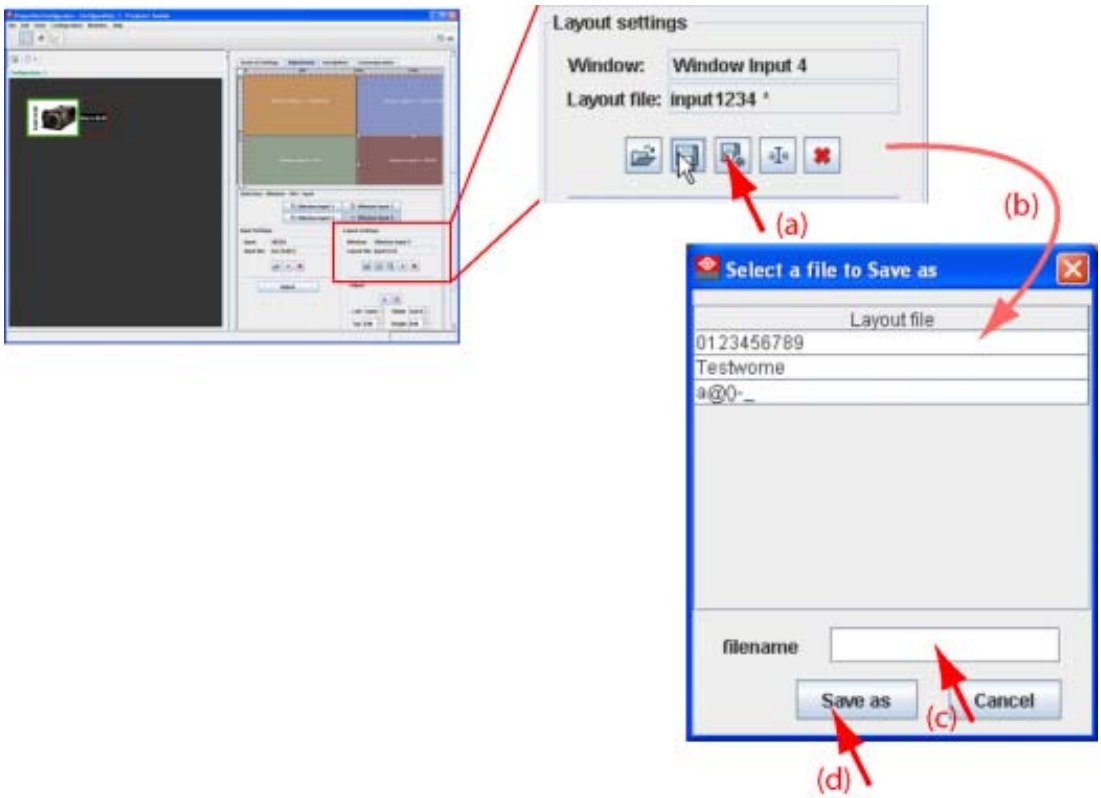

Image 5-64
Save-as layout

5.12.6.10 Rename a layout

What can be done?

Any custom layout file can be renamed. Standard layout file cannot be renamed.

Renaming the current active layout file is not possible.

How to rename

1. Click on the rename icon in the *Layout settings* pane. (image 5-65)

   The *Select a file to rename* dialog box opens.

2. Select the file to rename from the list and click **Rename**.

   The *Input* dialog box opens.

3. Click in the input field and select the current name.

4. Enter a new name with the keyboard and click **OK**.
   Note: *Only the characters a to z, A to Z, 1 to 9 and (,), _, -, @ or allowed in a name.*

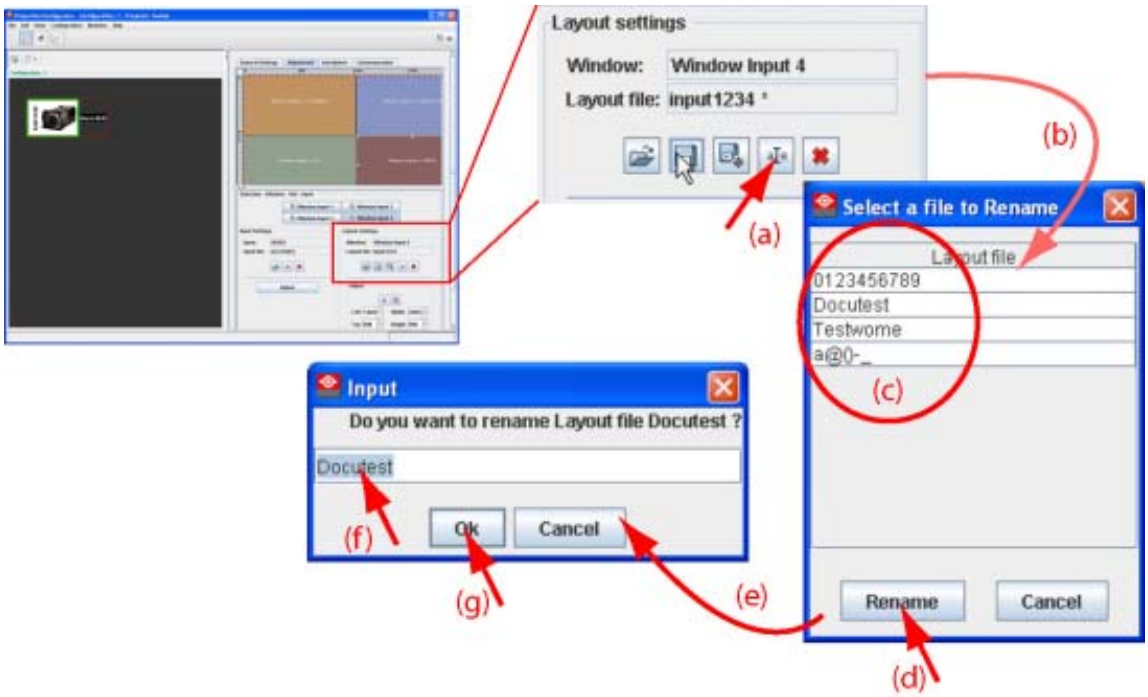

Image 5-65
Rename a layout

5.12.6.11 Delete a layout

What can be done?

Any custom created layout can be deleted from the projectors memory. No standard layouts can be deleted.

Deleting the current active layout file is not possible.

How to delete

1. Click on the delete icon in the *Layout settings* pane (a) (image 5-66)

   The *Select a file to delete* dialog box opens (b)

2. Select to be deleted from the list (c) and click **Delete** (d).

   A question dialog box opens to ask if you are sure to delete the selected file (e).

3. Press **Yes** to really delete the layout file (f).

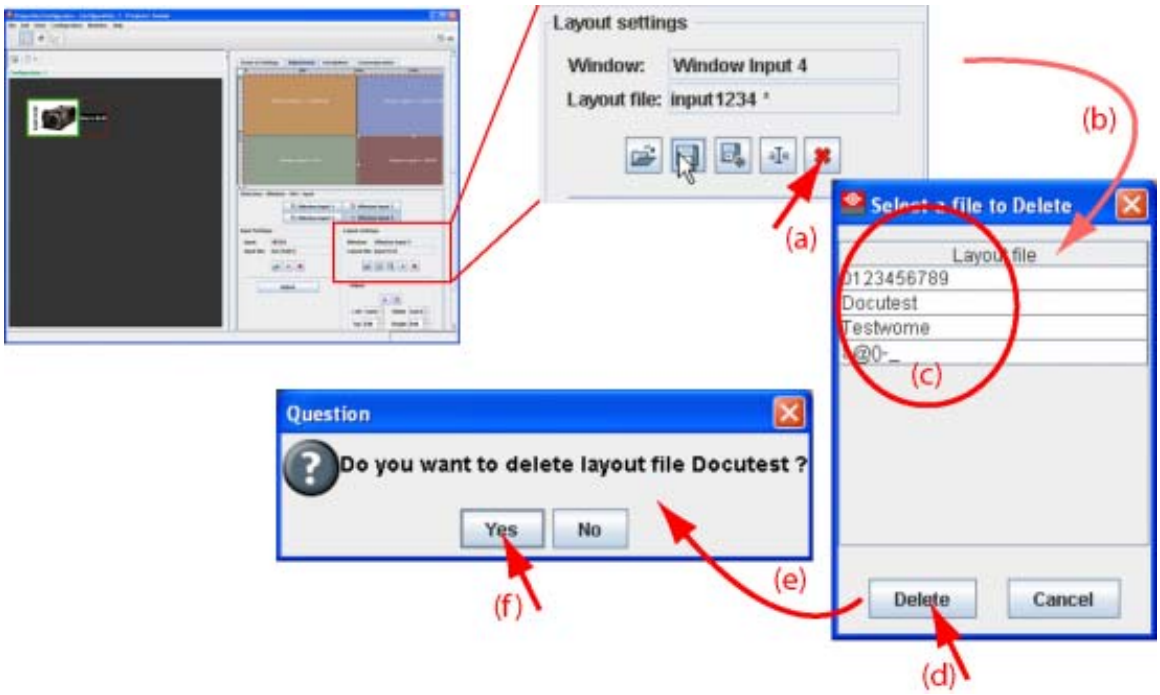

Image 5-66
Delete layout

5.12.6.12 Edit window texture

Window texture

Background of window representation in Layout preview. The texture can be a color or a picture.

Overview

- Start up
- Color fill
- Picture

5.12.6.12.1 Start up

Introduction

The rectangular which represents the window in the preview pane can have a colored filling or a picture as filling. When using a picture as filling, the picture can be repeated to completely fill the window rectangular.

By giving other colors or pictures to the different windows a distinction between the sources can be made.

How to startup

1. Right click on the window to change the texture (a). (image 5-67)

   A context menu opens.

2. Select *Texture*.

   The *Edit window texture* dialog box opens (b).

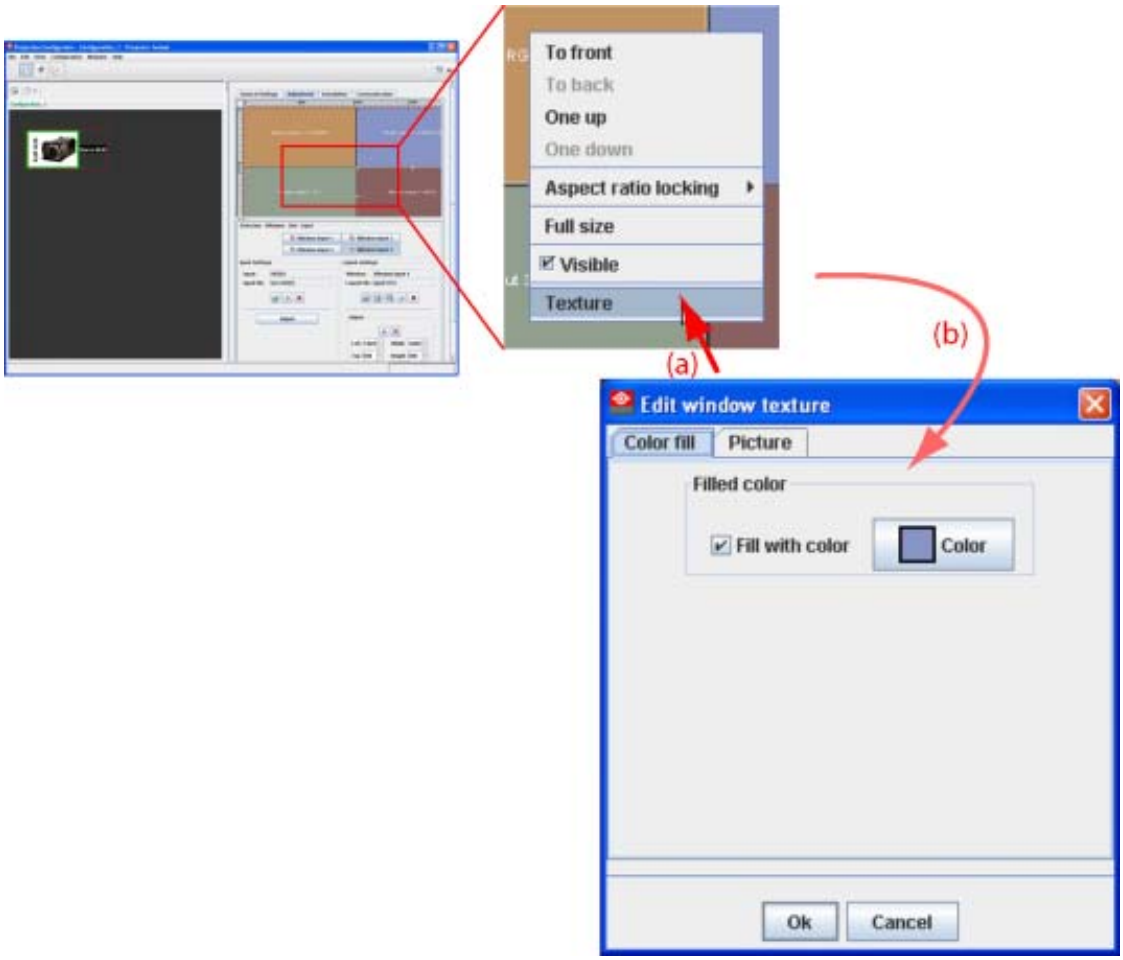

Image 5-67
Edit window texture

5.12.6.12.2 Color fill

Color fill or not

To apply a Color fill to a window, the window must be selected first.

To fill the rectangular with a color, check the check box in front off *Fill with color*.

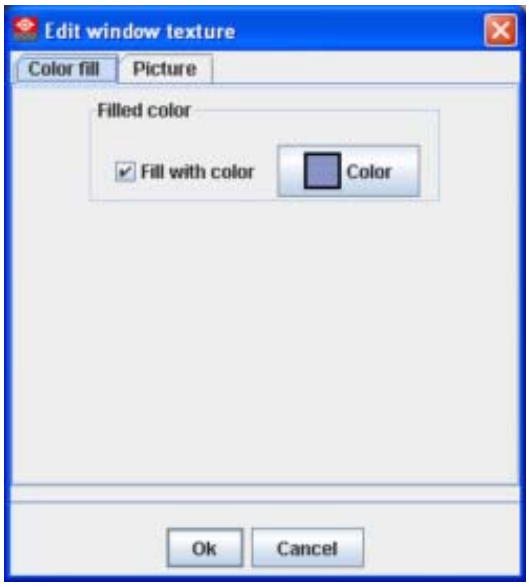

Image 5-68
Edit window texture

Note: When Picture fill is displayed, click first on **Color fill** tab.

Select a color

1. Click on **Color** button.

   The color value window will be displayed (image 5-69.

2. 3 ways are now possible to select a color, represented by a tab in the *Color value* window.

Tab swatches = way 1	Via the swatches color window, step 3.
Tab HSB = way 2	Via the HSB color window, step 4.
Tab RGB = way 3	Via the RGB color window, step 5.

3. Select the desired color (via swatches = predefined color samples). (image 5-69)

   The first selected color will be indicated in *Recent*. When others are selected for a preview, the color indication will also be added in the *Recent* list as first one. Finally, the color selection can be done from the *Recent* list or out of the color pallet.

   Each time a color is clicked, a preview will be given in the preview pane. Continue with step 6.

4. Click on the **HSB** tab to display the color pallet (HSB = Hue - Saturation - Brightness). (image 5-70)
   A color can be selected in 2 ways:
   - Slide the slider next to the color gamut until the wanted color in the color pick field is reached, or fill out the HSB value until the desired color is reached in the pick up field.
   - Click in the color field to display the white circle. Drag that circle to the desired tint of the chosen color.

   A preview will be given in the preview pane. Continue with step 6.

5. Click on **RGB** tab to display the RGB selection sliders. (image 5-71)

   Move the sliders until the desired color is reached, or fill out the RGB values in the input boxes.

   A preview will be given in the preview pane. Continue with step 6.

6. Click on **OK** to apply the selected color.

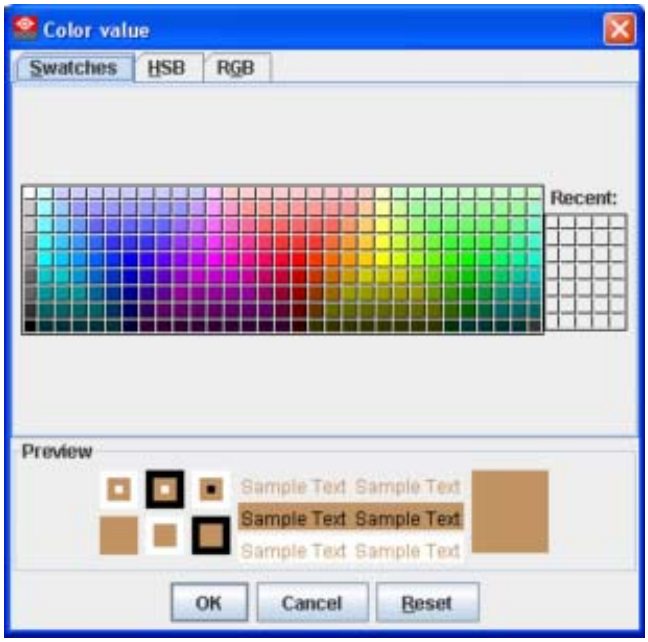

Image 5-69
Color value via swatches

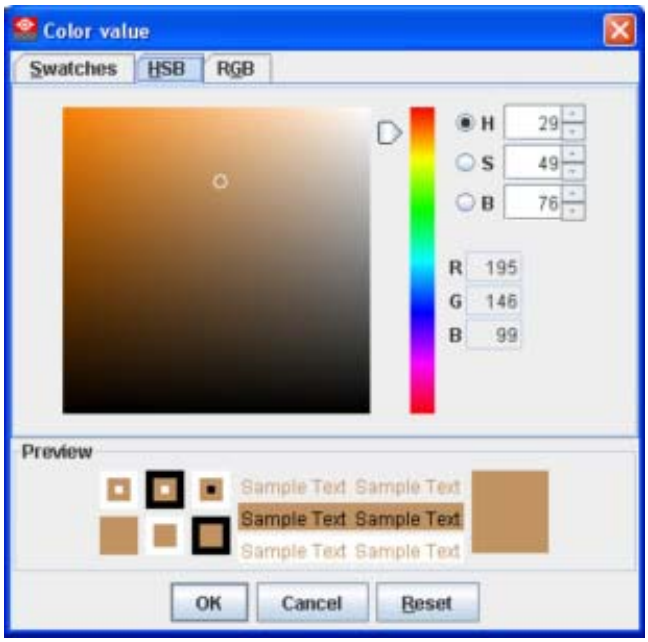

Image 5-70
Color value via HSB

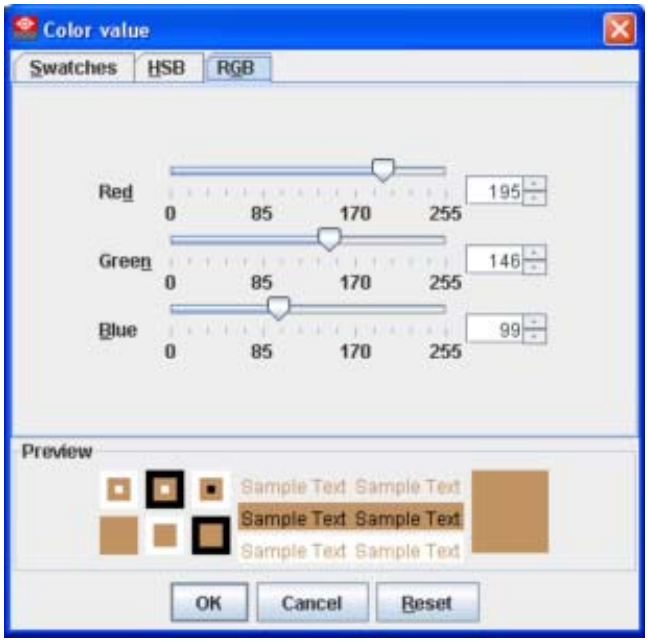

Image 5-71
Color value via RGB

5.12.6.12.3 Picture

To apply a picture to a window, a window must be selected first.

Insert a picture

1. Click on tab **Picture** (a).

   The picture selection dialog box opens. (image 5-72)

2. Click on **Select picture...** (b).

   The browse dialog box opens (c).

3. Browse to the desired image file (d) and click **Open** (e).

   The selected picture is displayed in the preview area (f).

4. Check the desired option (g).

   Scale the picture is scaled so that the complete rectangular is filled.

   Repeat the picture is repeated as many times as necessary to completely fill the rectangular.

5. Click **OK** to insert the selected picture (h).

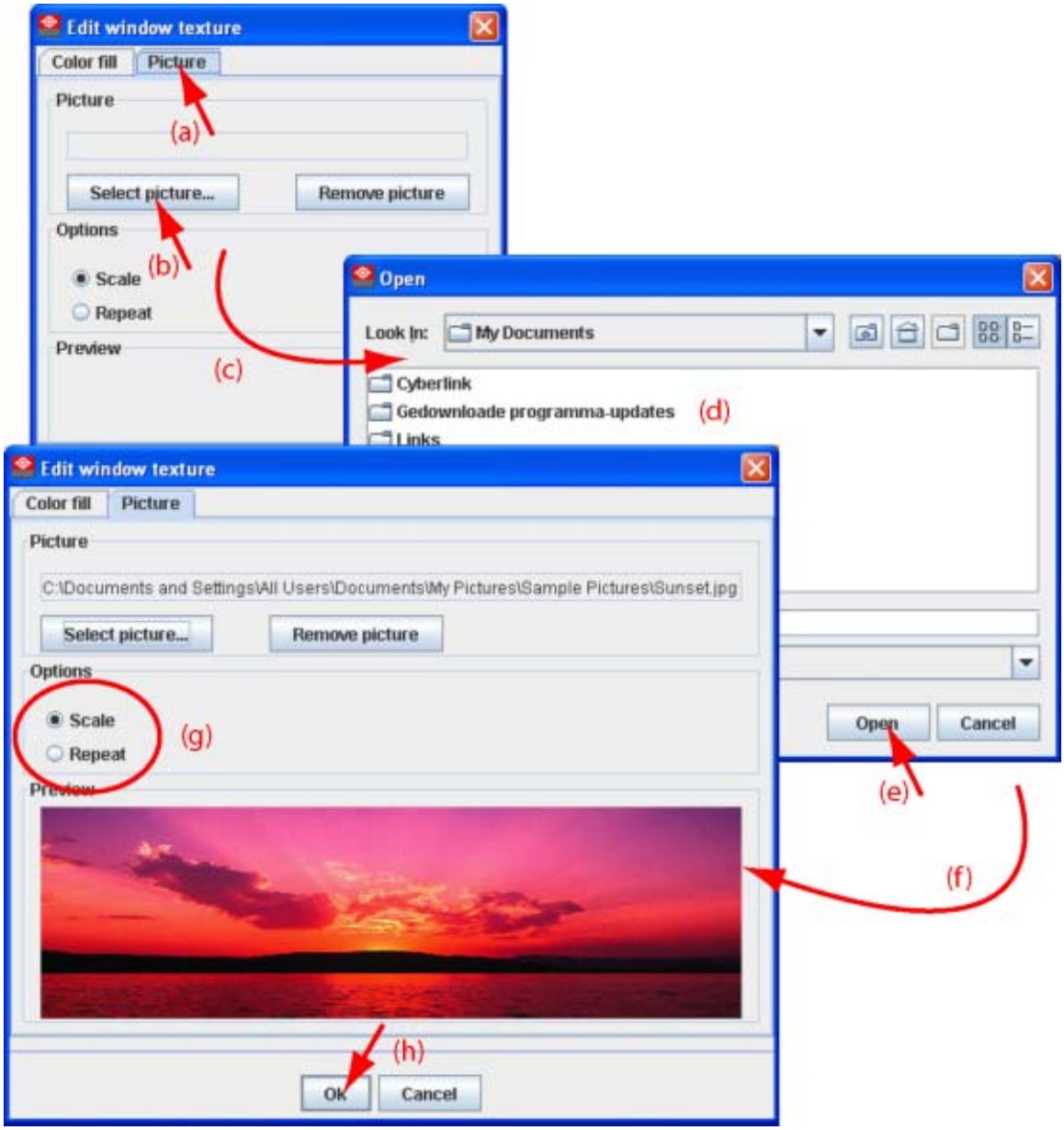

Image 5-72
Window texture, picture

Supported types

- bitmap (bmp)
- gif
- jpeg 2
- png

Removal of a picture

1. Click on **Remove picture**.

   The picture filling is removed from the window.

5.13 Installation settings

Overview

- Lens control
- Image orientation
- Constant light output

5.13.1 Lens control

Overview

- Lens shift
- Lens zoom
- Lens focus

5.13.1.1 Lens shift

What can be done?

When the lenses are motorized, it is possible to adjust these lenses via the Projector Toolset. The images can be shifted horizontally and vertically.

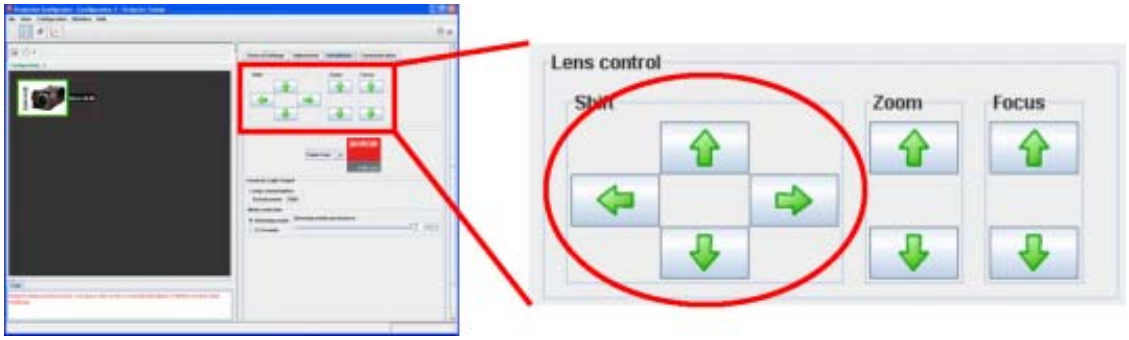

Image 5-73
Lens shift

How to shift the image

1. To shift the image horizontally, click on the left or right arrow button in the shift pane.
2. To shift the image vertically, click on the up or down arrow button in the shift pane.

   Click on the shift buttons until the correct image position is obtained.

5.13.1.2 Lens zoom

What can be done?

When the lenses are motorized, it is possible to zoom these lenses via the Projector Toolset.

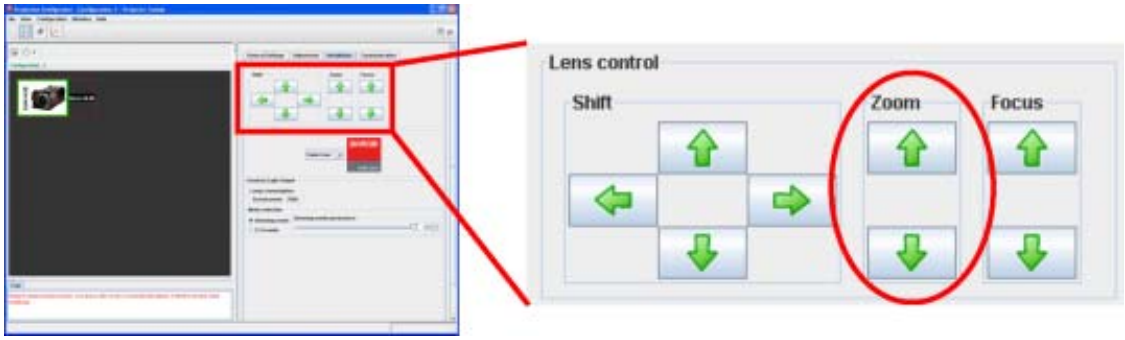

Image 5-74
Lens zoom

How to zoom

1. Click on the up or down arrow button in the zoom pane.

5.13.1.3 Lens focus

What can be done?

When the lenses are motorized, it is possible to focus these lenses via the Projector Toolset.

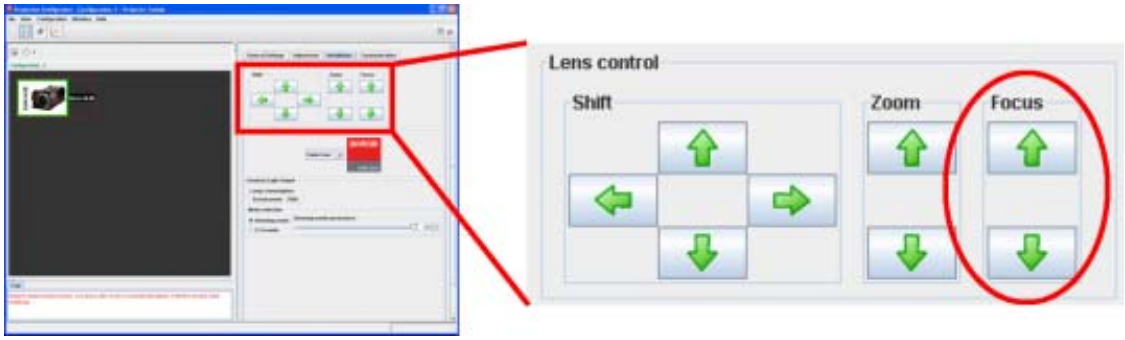

Image 5-75
Lens focus

How to focus

1. Click on the up or down arrow button in the focus pane.

   Click until the correct focus is obtained.

5.13.2 Image orientation

The different configurations

Depending on the installation, the projector can be mounted in different ways. The 4 possible configurations are:

- Front / Table
- Front / Ceiling
- Rear / Table
- Rear / Ceiling

Font : projector is installed in table or ceiling mount configuration at the same side of the screen as the audience.

Rear: projector is installed in table or ceiling mount configuration at the other side of the screen opposite the audience.

How to change

1. Click on the drop down arrow of the combo box in the Image orientation pane. (image 5-76)

   A list with the possible selection opens.

2. Select the correct orientation from the list.

   The icon next to the combo box changes accordingly.

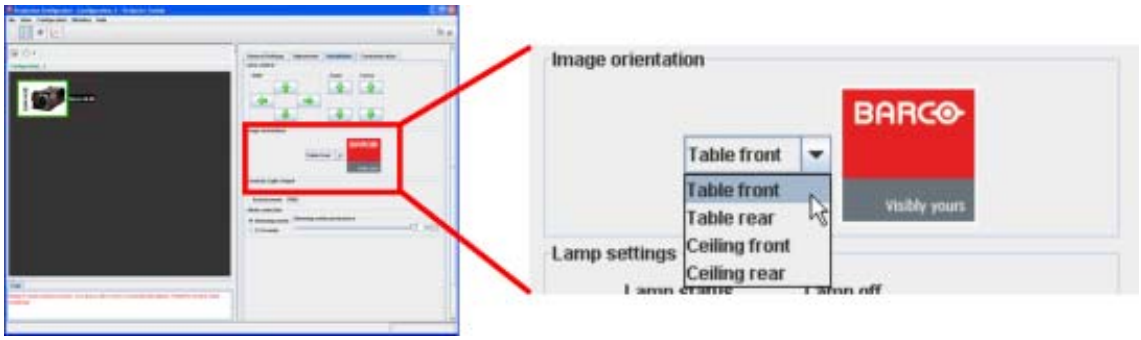

Image 5-76
Image orientation

5.13.3 Constant light output

Lamp power consumption

The lamp power consumption is indicated next to *Actual power*.

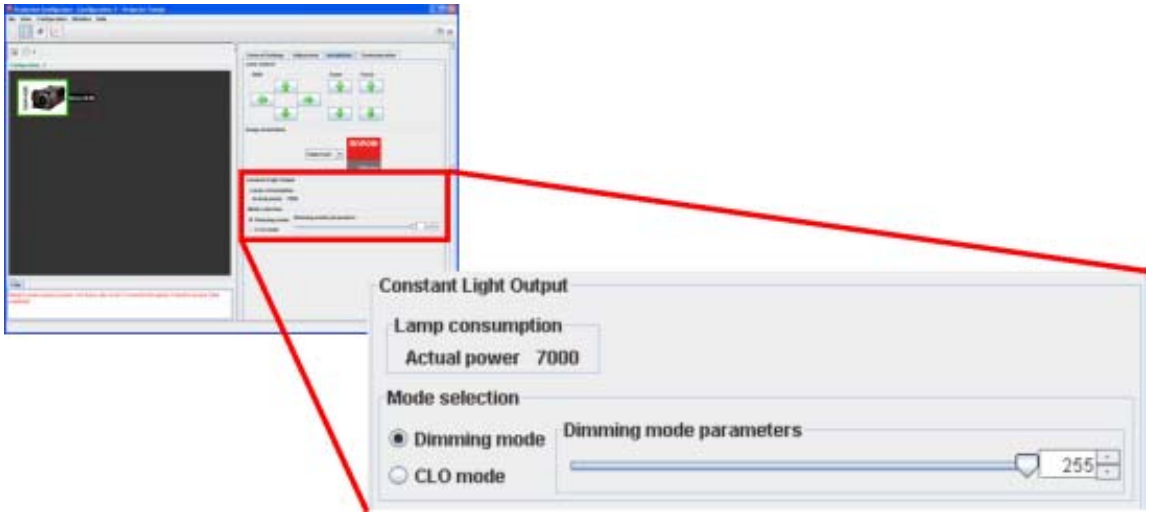

Image 5-77
Constant light output

Mode selection

It is possible to make a choice between dimming mode or CLO mode. Check the desired radio button in front of the selections.

Dimming mode allows to dim the lamp.

CLO mode allows to set a fixed light output.

Mode selection, dimming

1. Check the radio button in front of dimming.

   The pane next to *Mode selection* changes into a dimming adjustment pane.

2. Click on the slider and drag the slider until the desired dimming is reached.

Or,
click on the up down control of the spin box next to the slider until the desired dimming is reached
Or,
click into the text field of the spin box and enter the desired value with the keyboard.

Mode selection, CLO

1. Check the radio button in front of *CLO mode*.

   The pane next to *Mode selection* changes into a CLO setup pane.

2. To set the target CLO lumens, click on the up down control of the spin box next to *Target CLO lumens* until the desired target is reached
   Or,
   click in the input field of the spin box and enter the desired value with the keyboard.

3. Click on **Apply** to activate the installed value.

5.14 Communication settings

Overview

- Network settings
- Serial network address

5.14.1 Network settings

Overview

- Ethernet Connection
- Assign an Ethernet address via DHCP
- Manually assign an Ethernet address

5.14.1.1 Ethernet Connection

IP

Internet Protocol. The network layer of TCP/IP. Required for communication with the internet.

Subnet mask

A number that is used to identify a subnetwork so that IP addresses can be shared on a local area network.

Default Gateway

A router that serves as an entry point into and exit point out of a network. For example, a local network (LAN) may need a gateway to connect it to a wide area network (WAN) or to the Internet.

DHCP

Dynamic host configuration protocol. DHCP is a communications protocol that lets network administrators manage centrally and automate the assignment of IP addresses in an organization's network. Using the Internet Protocol, each machine that can connect to the Internet needs a unique IP address. When an organization sets up its computer users with a connection to the Internet, an IP address must be assigned to each machine. Without DHCP, the IP address must be entered manually at each computer and, if computers move to another location in another part of the network, a new IP address must be entered. DHCP lets a network administrator supervise and distribute IP addresses from a central point and automatically sends a new IP address when a computer is plugged into a different place in the network.

What should be set up for the Ethernet address

2 ways can be used to assign an address:

- use the DHCP setting so that a automatic address will be assigned.
- Assign manually an IP address, Subnet-mask, default gateway address.
  - Set the IP-Address field to the desired value. The IP address identifies a projector's location on the network in the same way a street address identifies a house on a city block. Just as a street address must identify a unique residence, an IP address must be globally unique and have a uniform format.
  - Set the Subnet-Mask as appropriate for the local subnet.
  - Set the Default-Gateway to the IP-Address of the local router (MUST be on the local subnet!) on the same network as this projector that is used to forward traffic to destinations beyond the local network. If there is no router on the projector's local subnet then just set this field to any IP-Address on the subnet.

5.14.1.2 Assign an Ethernet address via DHCP

How to set up

1. Click on the radio button in front of *Obtain an IP address Automatically (DHCP)* in the *Network settings* pane (a) (image 5-78)
2. Click on **Apply** (c)

   The network setting is applied.

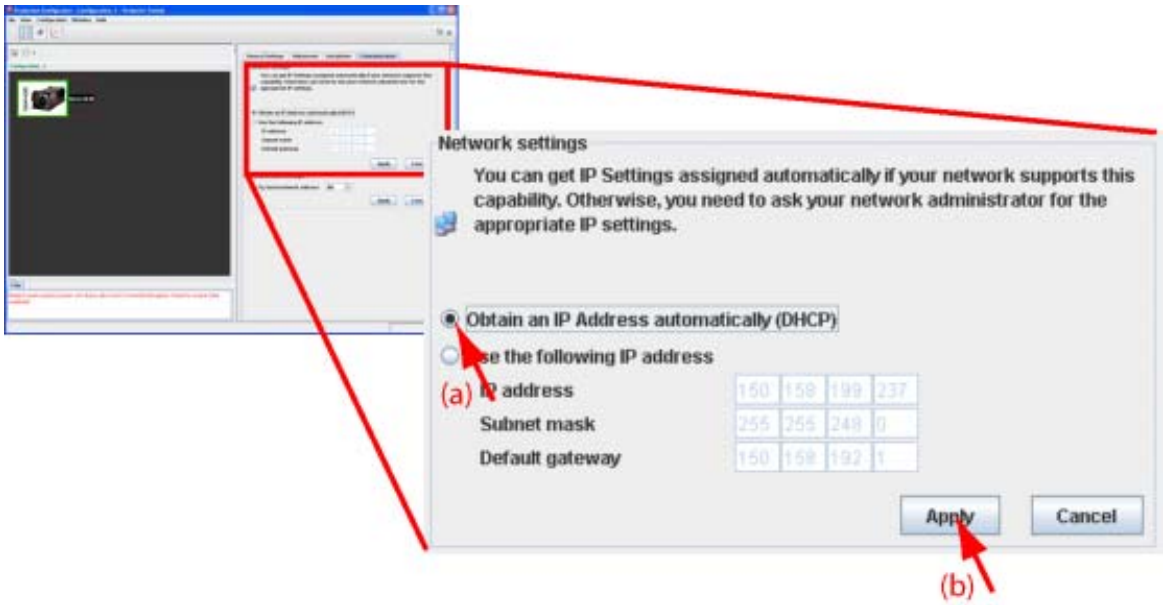
Network settings
You can get IP Settings assigned automatically if your network supports this capability. Otherwise, you need to ask your network administrator for the appropriate IP settings.
Obtain an IP Address automatically (DHCP)
Use the following IP address
(a)
IP address
Subnet mask
Default gateway
Apply
Cancel
(b)

Image 5-78
Network setting, DHCP

5.14.1.3 Manually assign an Ethernet address

How to set up

1. Click on the radio button in front of *Use the following IP address* in the *Network settings* pane (a) (image 5-79)
2. Click in the input field of the IP address and fill out the 4 fields (b)
   Note: *An address contains 4 octets with a maximum value of 255.*
3. Click in the Subnet mask input fields and fill out the 4 fields as appropriate for the local subnet (b).
4. Click in the Default Gateway input fields and fill out the 4 fields. Set the Default Gateway to the IP-Address of the router (MUST be on the local subnet!) (b).
   Note: *If there is no router on the projector's local subnet then just set this field to any IP-Address on the subnet.*
5. Click **Apply** to activate (c).

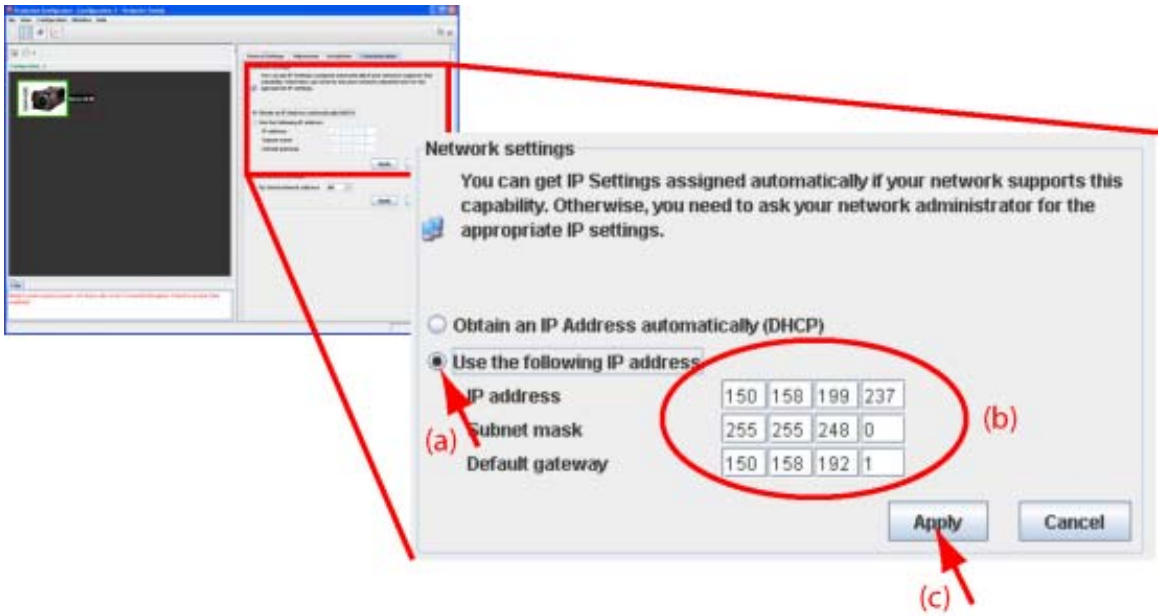
Network settings
You can get IP Settings assigned automatically if your network supports this capability. Otherwise, you need to ask your network administrator for the appropriate IP settings.
Obtain an IP Address automatically (DHCP)
Use the following IP address:
IP address
Subnet mask
Default gateway
150 158 199 237
255 255 248 0
150 158 192 1
(a)
(b)
(c)
Apply
Cancel

Image 5-79
Network settings, manually

The PC's IP Address MUST be within the same subnet as the projector's IP Address in order for communication to be possible. This requires checking the PC's and projector's Subnet-Mask settings.

IP address examples

First example

- PC IP Address : 192.168.100.5
- PC Subnet Mask : 255.255.255.0
- Projector IP Address : 192.168.100.3
- Projector Subnet Mask: 255.255.255.0

Result : Communication possible. PC address is in the subnet range of the projector's IP address.

Second example

- PC IP Address : 10.16.236.100
- PC Subnet Mask : 255.255.255.0
- Projector IP Address : 192.168.100.3
- Projector Subnet Mask: 255.255.255.0

Result : No communication possible. PC address is not in the subnet range of the projector's IP address.

Third example

- PC IP Address : 192.168.200.1
- PC Subnet Mask : 255.255.255.0
- Projector IP Address : 192.168.100.3
- Projector Subnet Mask: 255.255.255.0

Result : No communication possible. PC address is not in the subnet range of the projector's IP address. The third group in the PC IP address and Projector IP address must be the same.

Fourth example

- PC IP Address : 192.168.200.1
- PC Subnet Mask : 255.255.0.0
- Projector IP Address : 192.168.100.3
- Projector Subnet Mask: 255.255.0.0

Remark : Communication possible. PC address is in the subnet range of the projector's IP address. The third group in the IP¨ addresses can be any value as the third group in the subnet mask is 0.

5.14.2 Serial network address

Do not change the serial network address when connected over a serial loop.

How to set up

1. Click on the up down controls of the spin box next to Serial network address until the desired address is displayed
   Or,
   click in the input field of the spin box and enter the desired address with the keyboard. (image 5-80)
2. Click **Apply**.

   The serial network address is set.

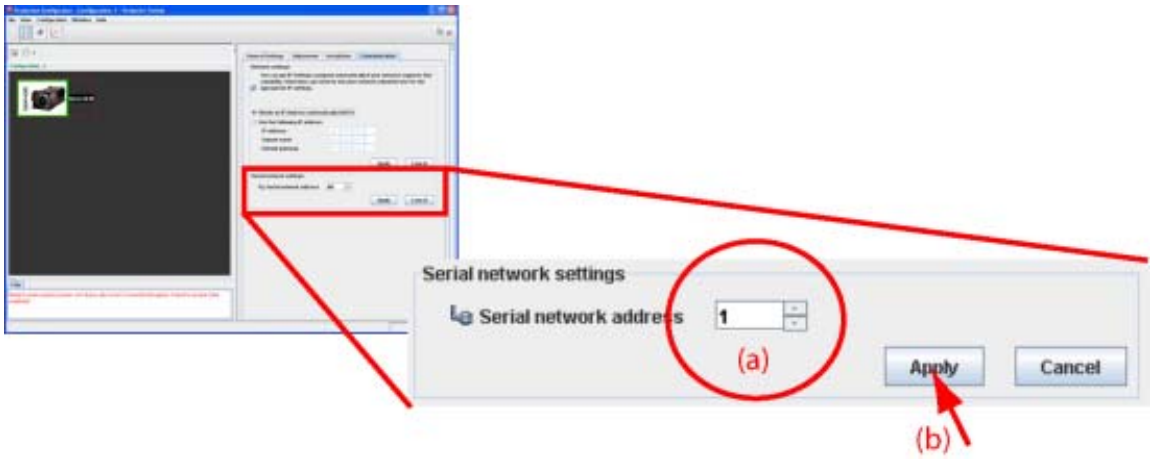

Image 5-80
Serial network settings

6. UPDATE MODULE

Overview

- Introduction

6.1 Introduction

Overview

Updating the XLM projector with Projector Toolset is not possible.

For updating the XLM projector, use the VCM software.

7. DIAGNOSTICS MODULE

Overview

- Introduction
- Actual mode
- History mode

7.1 Introduction

Overview

Diagnostics gives an overview of the actual status of the projector, such as temperatures, voltages etc.

This module gives also the possibility to get a history.

Start up

To start up the diagnostics module, click on the icon ( ) on the button bar or

click on **Modules** in the menu and select *Diagnostics*.

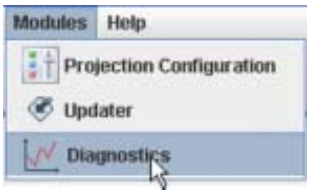

Image 7-1
Start up diagnostics

Diagnostic modes

Two diagnostic modes are available:

- Actual: current situation is represented in the interface.
- History: a logging of previous warnings and errors.

To start up the desired mode, click on **Diagnostics mode** and select the desired mode, *Actual* or *History*.

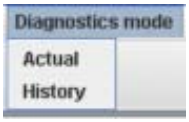

Image 7-2
Diagnostics mode selection

7.2 Actual mode

Overview

- General and various settings
- Voltage statuses
- Temperature statuses
- Fan statuses

7.2.1 General and various settings

General

Gives an overview of the general status of the projector.

Image 7-3
General and various information

If General = OK, then the projector functions normal.

If General = NOK, indicated in red, some measure point is out of range. Check the measure points in the other panes to discover the error. If necessary, call a service technician to repair the projector.

Various information

- Serial number: serial number of projector.
- Waterflow: checks if waterflow is possible.
- Lamp run time: indicates the time the lamp is used. Indicates also the remaining lamp run time for a save operation of the lamp. When the remaining lamp run time is zero or negative, replace the lamp with a new one.
- Lamp strikes: number of strikes since first start up of the lamp.
- Active cooling Red (active - not active): when active, Peltier cooling is activated for Red DMD.
- Active cooling Green (active - not active): when active, Peltier cooling is activated for green DMD.
- Active cooling Blue (active - not active): when active, Peltier cooling is activated for Blue DMD.

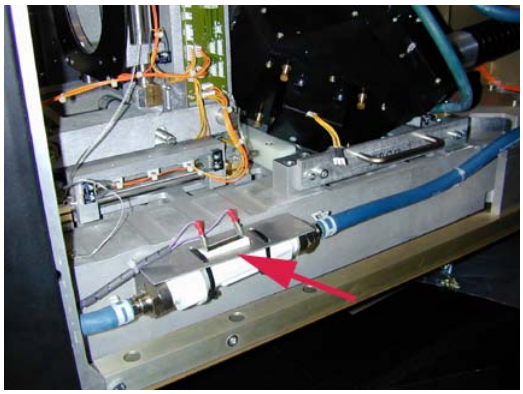

Image 7-4
Waterflow switch location

7.2.2 Voltage statuses

Status overview

When one of the voltages are out of specification, the voltage indication will be red.

WARNING: Servicing only allowed by a Barco authorized service technician.

7.2.3 Temperature statuses

Status overview

When one of the temperatures are out of specification, the indication will be red.

WARNING: Servicing only allowed by a Barco authorized service technician.

Sensor locations

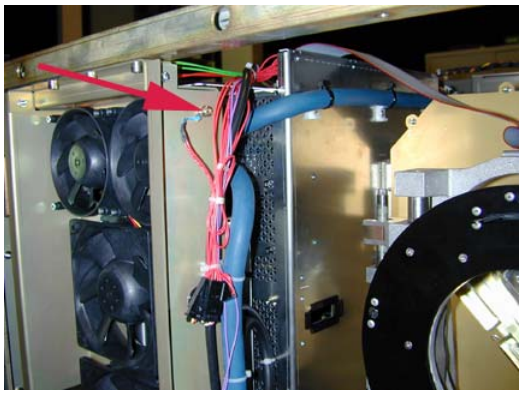

Image 7-5
Ambient temperature sensor

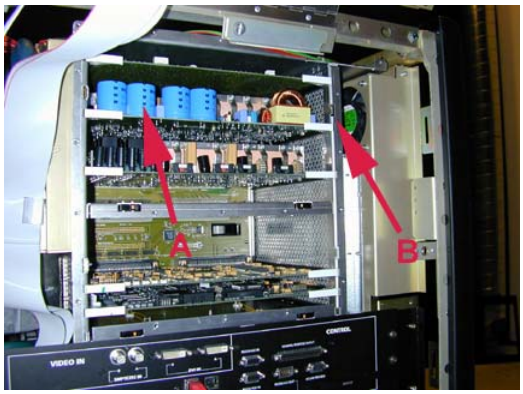

Image 7-6
Sensors on modules

A Sensor on PFC
B Sensor on heatsink SMPS

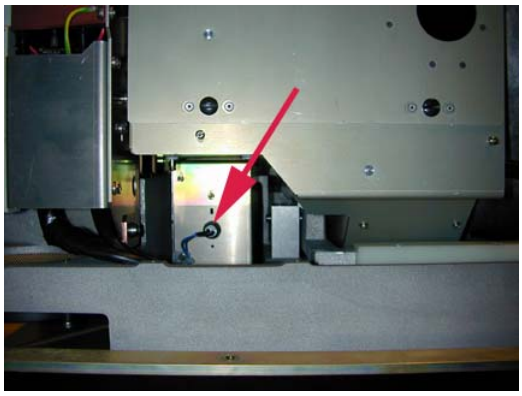

Image 7-7
Lamp house sensor

7.2.4 Fan statuses

Status overview

If one of the fans fail, the corresponding indication will be displayed in red.

WARNING: Servicing only allowed by a Barco authorized service technician.

Fan locations

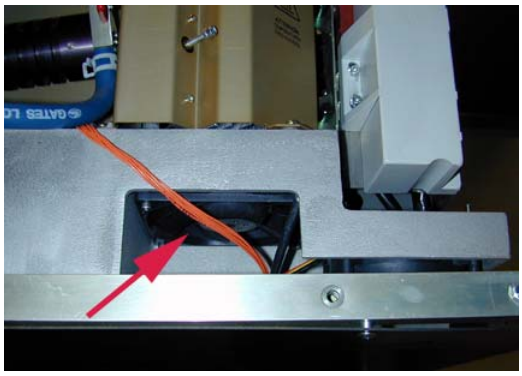

Image 7-8
Cold mirror bottom fan

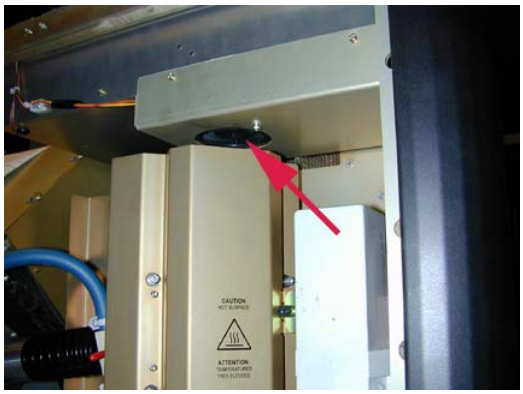

Image 7-9
Cold mirror top fan

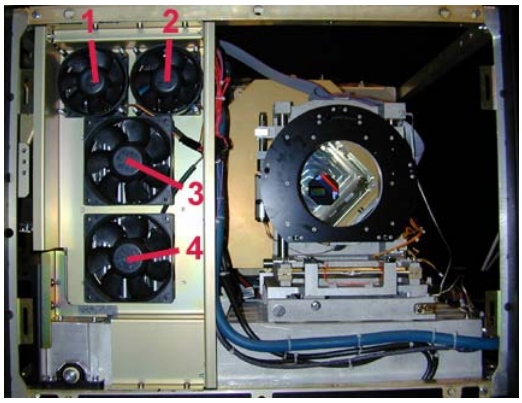

Image 7-10
Fan 1 – 4 elcabox

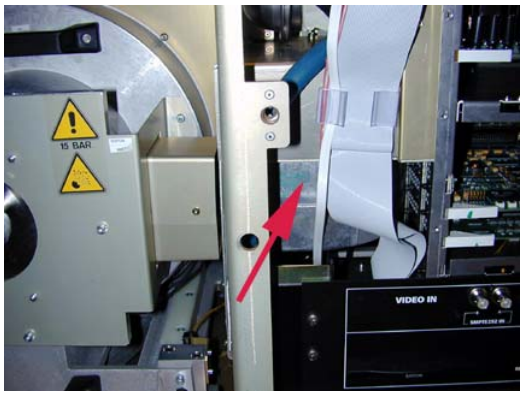

Image 7-11
Lamp fan cathode

Image 7-12
Lamp fan anode

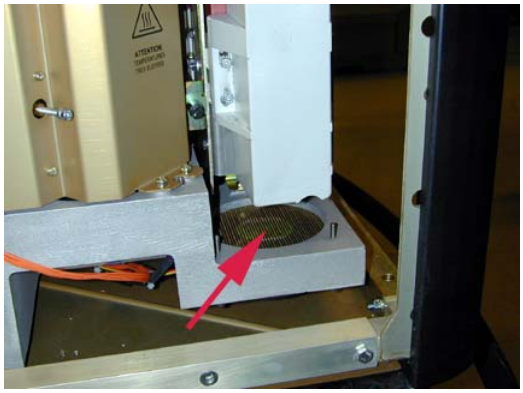

Image 7-13
Start pulse generator fan

7.3 History mode

Overview

- History overview
- Set history options

7.3.1 History overview

Overview

The diagnostics logging file stored inside the projector is displayed in the Projector Toolset interface.

Save log file locally

To save the log file locally, press **Save**.

The *Save* dialog box opens. Browse to the desired location, fill out a name for the file and press **Save**.

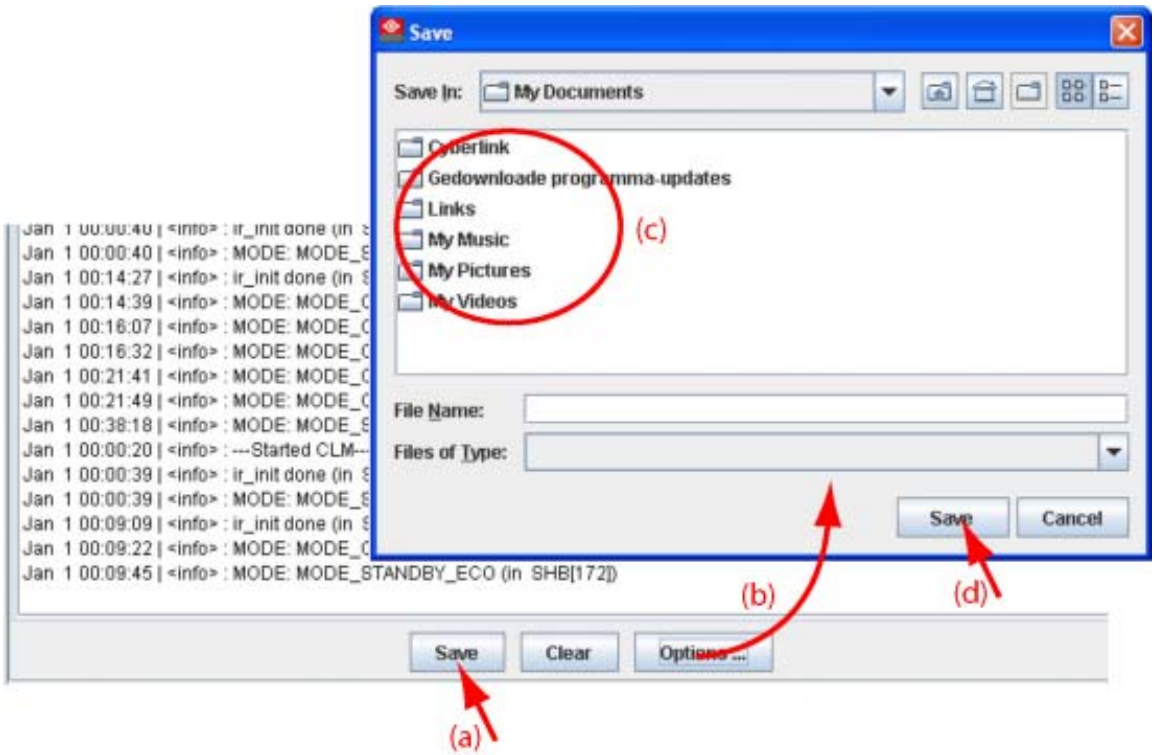

Image 7-14
Save log history

7.3.2 Set history options

What can be done?

A filter can be placed on the history list to show only the desired information. At the same time the list can be limited to certain number of rows.

Set a list filter

Click at the bottom of the history window on **Options...** (a).

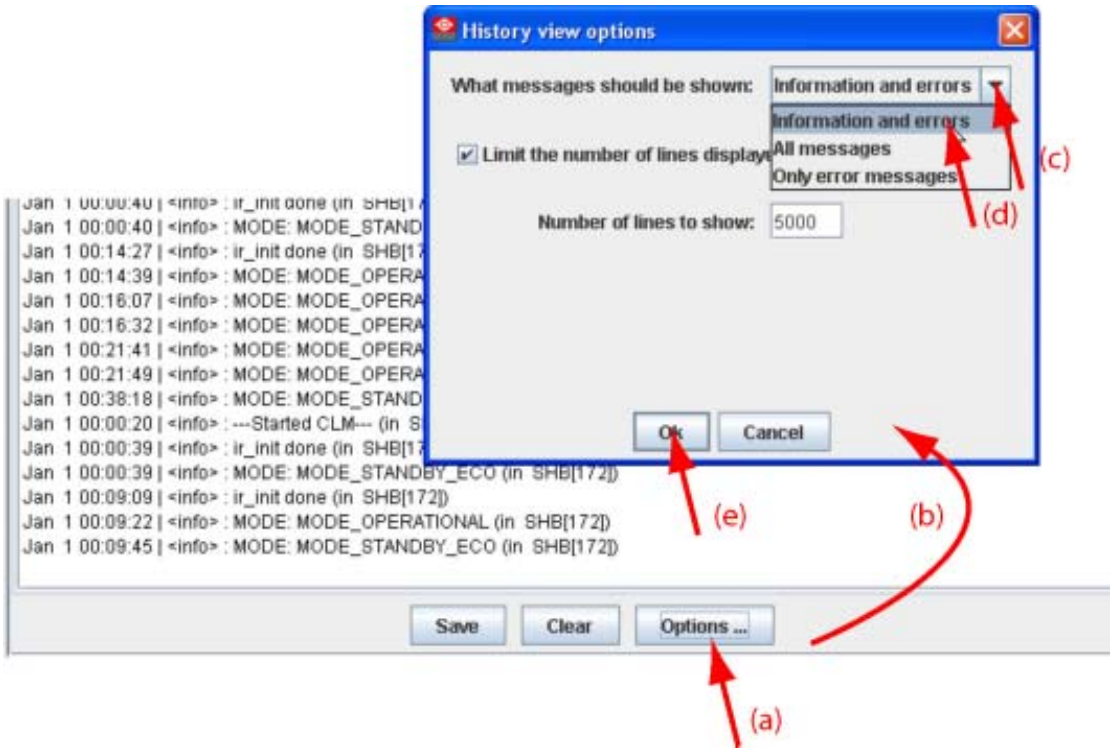
History view options
What messages should be shown:
Information and errors
Information and errors
All messages
Only error messages
Limit the number of lines displaye
Number of lines to show:
5000
Ok
Cancel
(c)
(d)
(e)
(b)
(a)
Save
Clear
Options ...
Jan 1 00:00:40 | <info> : MODE: MODE_STAND
Jan 1 00:14:27 | <info> : ir_init done (in SHB[17
Jan 1 00:14:39 | <info> : MODE: MODE_OPERA
Jan 1 00:16:07 | <info> : MODE: MODE_OPERA
Jan 1 00:16:32 | <info> : MODE: MODE_OPERA
Jan 1 00:21:41 | <info> : MODE: MODE_OPERA
Jan 1 00:21:49 | <info> : MODE: MODE_OPERA
Jan 1 00:38:18 | <info> : MODE: MODE_STAND
Jan 1 00:00:20 | <info> : ---Started CLM--- (in S
Jan 1 00:00:39 | <info> : ir_init done (in SHB[17
Jan 1 00:00:39 | <info> : MODE: MODE_STANDBY_ECO (in SHB[172])
Jan 1 00:09:09 | <info> : ir_init done (in SHB[172])
Jan 1 00:09:22 | <info> : MODE: MODE_OPERATIONAL (in SHB[172])
Jan 1 00:09:45 | <info> : MODE: MODE_STANDBY_ECO (in SHB[172])

Image 7-15
Set list filter

The *History view options* window opens (b).

Click on the drop down box and select the desired filter (c) (d).

The following filters are available:

- All messages
- Information and errors
- Only error messages

Click **OK** to activate the options (e).

Set number of lines

Click at the bottom of the history window on **Options...** (a).

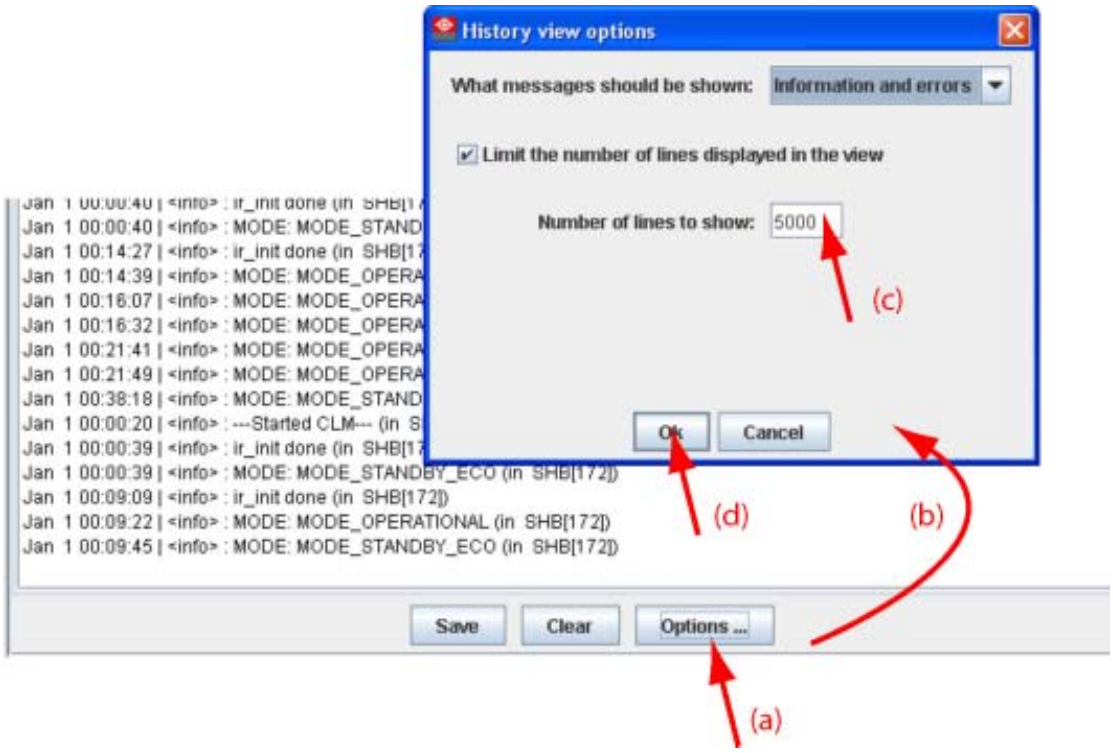

Image 7-16
Number of lines

The *History view options* window opens (b).

Click in the input field next to Number of lines to show and select the current value (c) . Enter a new value with your keyboard.

Click **OK** to activate the options (d).

GLOSSARY

Default Gateway

A router that serves as an entry point into and exit point out of a network. For example, a local network (LAN) may need a gateway to connect it to a wide area network (WAN) or to the Internet.

DHCP

Dynamic host configuration protocol. DHCP is a communications protocol that lets network administrators manage centrally and automate the assignment of IP addresses in an organization's network. Using the Internet Protocol, each machine that can connect to the Internet needs a unique IP address. When an organization sets up its computer users with a connection to the Internet, an IP address must be assigned to each machine. Without DHCP, the IP address must be entered manually at each computer and, if computers move to another location in another part of the network, a new IP address must be entered. DHCP lets a network administrator supervise and distribute IP addresses from a central point and automatically sends a new IP address when a computer is plugged into a different place in the network.

DNS server

Computers, Projectors connected to a network are referenced by their IP address. The only problem is that remembering IP addresses is not easy. If you need to use hundreds of addresses then it will become impossible to remember them. This is why domain names are created. Internet names (domain and host names) are just aliases to these IP addresses. When you use an Internet address it is automatically translated to an IP address. In fact a program or device that translates those Internet names to IP addresses is called a DNS Server.

Host name

This is the name that will be returned, along with the IP address in response to the UDP broadcast query for projectors.

IP

Internet Protocol. The network layer of TCP/IP. Required for communication with the internet.

Layout

A layout is a collection of windows. These windows are placed on a certain position within the screen.

Preferences

Preferences determine the default behavior of the software. Some preferences can be generally set for the complete software, some others are only for the different plug-in modules.

RS232

An Electronic Industries Association (EIA) serial digital interface standard specifying the characteristics of the communication path between two devices using either DB-9 or DB-25 connectors. This standard is used for relatively short-range communications and does not specify balanced control lines. RS-232 is a serial control standard with a set number of conductors, data rate, word length and type of connector to be used. The standard specifies component connection standards with regard to computer interface. It is also called RS-232-C, which is the third version of the RS-232 standard, and is functionally identical to the CCITT V.24 standard. Logical '0' is > + 3V, Logical '1' is < - 3V. The range between -3V and +3V is the transition zone.

SMTP

SMTP (Simple Mail Transfer Protocol) is a TCP/IP protocol used in sending E-mail.

Snapshot

A snapshot is a collection of settings at a given point of time for a configuration

Subnet mask

A number that is used to identify a subnetwork so that IP addresses can be shared on a local area network.

Tool tip

Pop up information when moving the mouse pointer over a menu item or an icon in the tool bar.

tpi file

Device plug-in file for Projector Toolset.

Window

A window represents the active area of an input source.

Window texture

Background of window representation in Layout preview. The texture can be a color or a picture.

Workspace explorer

Window to manage the available configurations in the current workspace.

Z-order

The layer sequence in which windows will be displayed in relation to one another.

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Revision Sheet

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Date: _____

Please correct the following points in this documentation (**R5976925/02**):

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